

FREE MORE BADNIK SPOTTER CARDS!

Sonic

the comic

EXTRA PAGES!

FABBO COMPOS!

SPECIAL STORIES!

MEGA PIN-UPS!

CHRISTMAS GOODIES!

WIN
A VIP DAY
OUT AT
SONY
PSYGNOSIS!

JUST
WHAT I
WANTED FOR
CHRISTMAS!

DANGER!
ROBOTNIK IN OWN
STORY SHOCK!

PLUS ALL YOUR FESTIVE STC SUPERSTARS!

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

It's Christmas! Well, very nearly. While you count down the seconds to the Great Day itself, enjoy *STC*'s second jam-packed, 48-page mega-sized issue. Strips, puzzles, pin-ups, two great compos and some special surprises (how did Robotnik sneak his own story into this issue?). Just think of it as an early Crimbo present from us to you.

Speaking of goodies, your second set of **Sonic's Badnik Spotter Cards** are free with this issue. Got all 12? Good. To collect them into a neat pile carefully remove them from the main card by pushing gently round the perforations. Neatness freaks can trim off the rough edges by carefully cutting round the black border line in the front of the cards. Presto, Series 1.0 is complete! If you want to see more **Badnik Spotter Cards** write and let us know.

Next issue *STC* reverts to its regular 32-page size but packed with more excitement than ever. The good news - it's still only £1.15.

So, as Santa's sleigh draws nearer and nearer, I'll just say

HAVE A VERY MERRY CHRISTMAS AND AN *STC*-FILLED NEW YEAR!

Megadroid

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All the chart action for all the Sega systems - in every issue of *STC*.

up down non mover
re-entry new entry



MEGA DRIVE

- 1 — SONIC AND KNUCKLES
- 2 — URBAN STRIKE
- 3 — SONIC THE HEDGEHOG 2
- 4 — SONIC THE HEDGEHOG
- 5 **new** THE LION KING
- 6 — FIFA INTERNATIONAL SOCCER
- 7 — MORTAL KOMBAT 2
- 8 — SONIC THE HEDGEHOG 3
- 9 **re** ROBOCOP V TERMINATOR
- 10 **new** MICKEY MANIA

MEGA-CD

- 1 — REBEL ASSAULT
- 2 — MICKEY MANIA
- 3 — FIFA INTERNATIONAL SOCCER
- 4 — SONIC CD
- 5 — SEWER SHARK
- 6 — TOMCAT ALLEY
- 7 — THUNDERHAWK
- 8 — ECCO THE DOLPHIN
- 9 — ROAD AVENGER
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- 2 — JUNGLE BOOK
- 3 — ALADDIN
- 4 — SONIC CHAOS
- 5 — DESERT SPEED TRAP
- 6 **re** MICKEY MOUSE 2
- 7 — SONIC THE HEDGEHOG
- 8 **re** COOL SPOT
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- 1 — SONIC THE HEDGEHOG 2
- 2 — SONIC THE HEDGEHOG
- 3 — MICKEY MOUSE 2
- 4 — MORTAL KOMBAT 2
- 5 — ALADDIN
- 6 — ECCO THE DOLPHIN
- 7 — JUNGLE BOOK
- 8 **re** COOL SPOT
- 9 — SONIC CHAOS
- 10 **re** SHINOBI 2

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SONIC THE HEDGEHOG

Ice Cap Attack

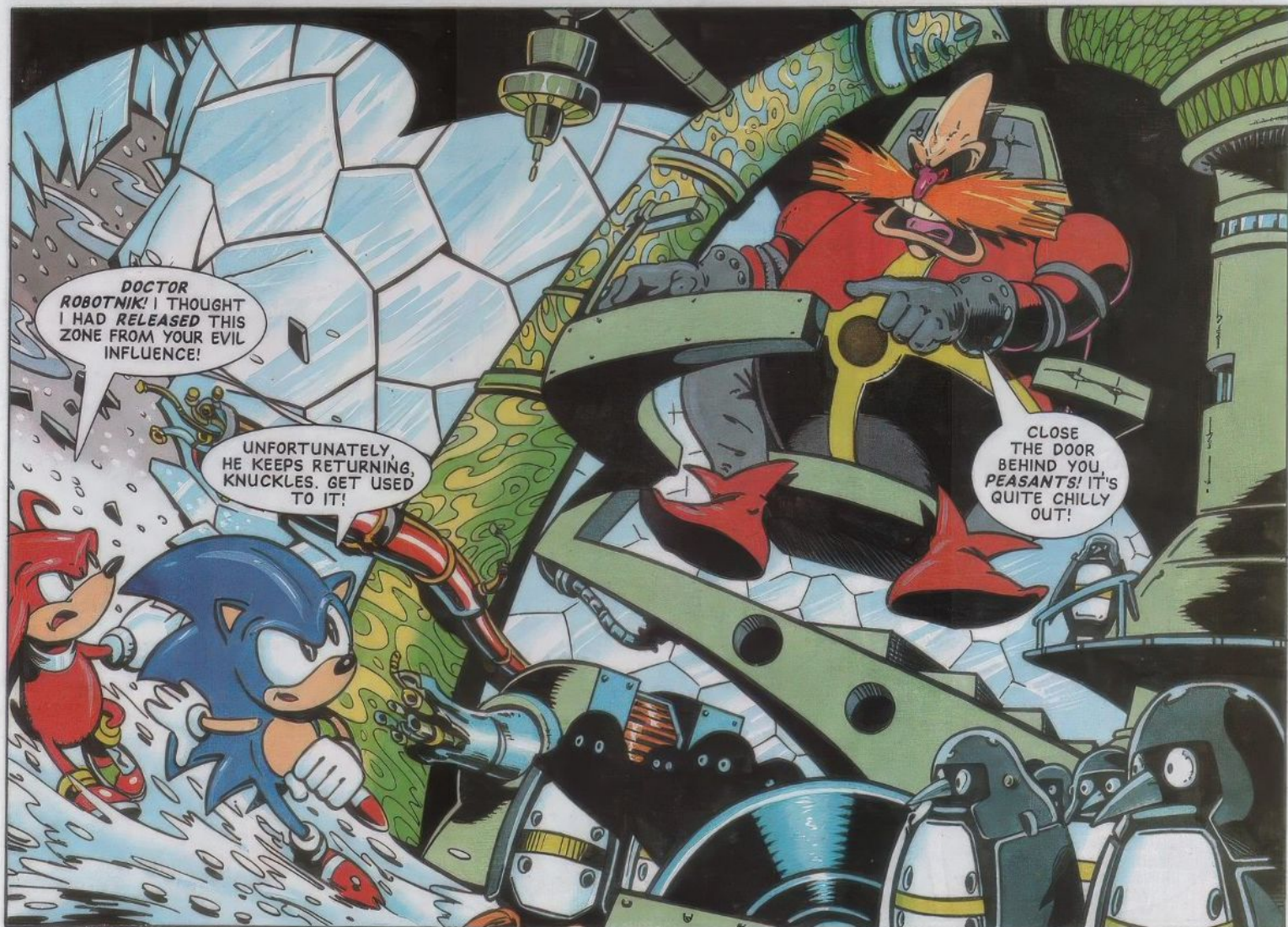
PART 2

Script:
Lew Stringer

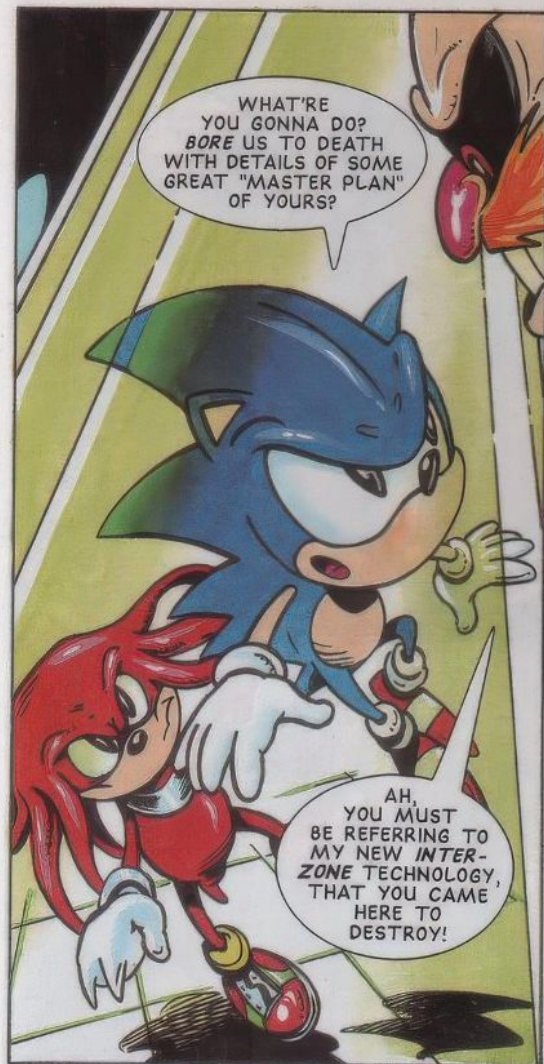
Art:
M. Hadley & J. Burns

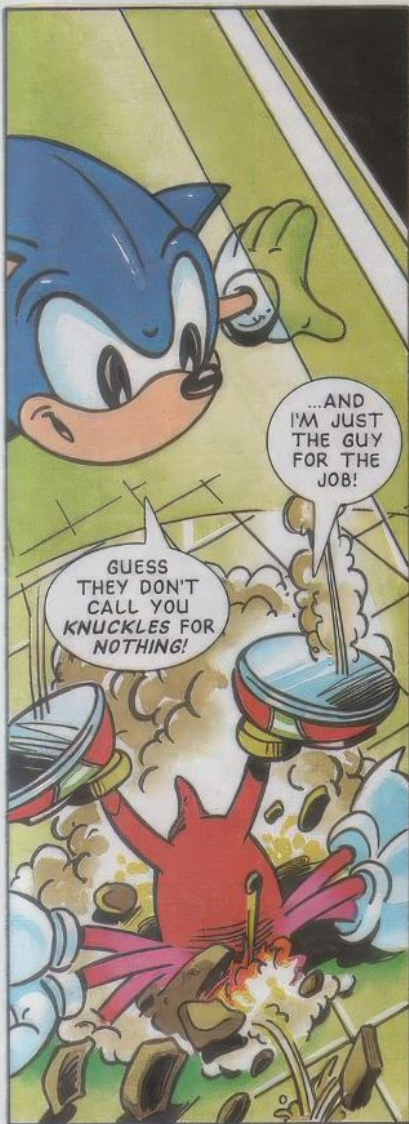
Lettering:
Steve Potter













IF YOU'RE
SO BRILLIANT,
YOU CAN DEAL WITH
THE PENGUINATORS
WHILE I TAKE OUT
THIS INTER-ZONE
JUNK!



I CAN
HANDLE IT,
SONIC! CAN
YOU?



BWHAMMMM!

DOES THIS
ANSWER YOUR
QUESTION,
DUDE?

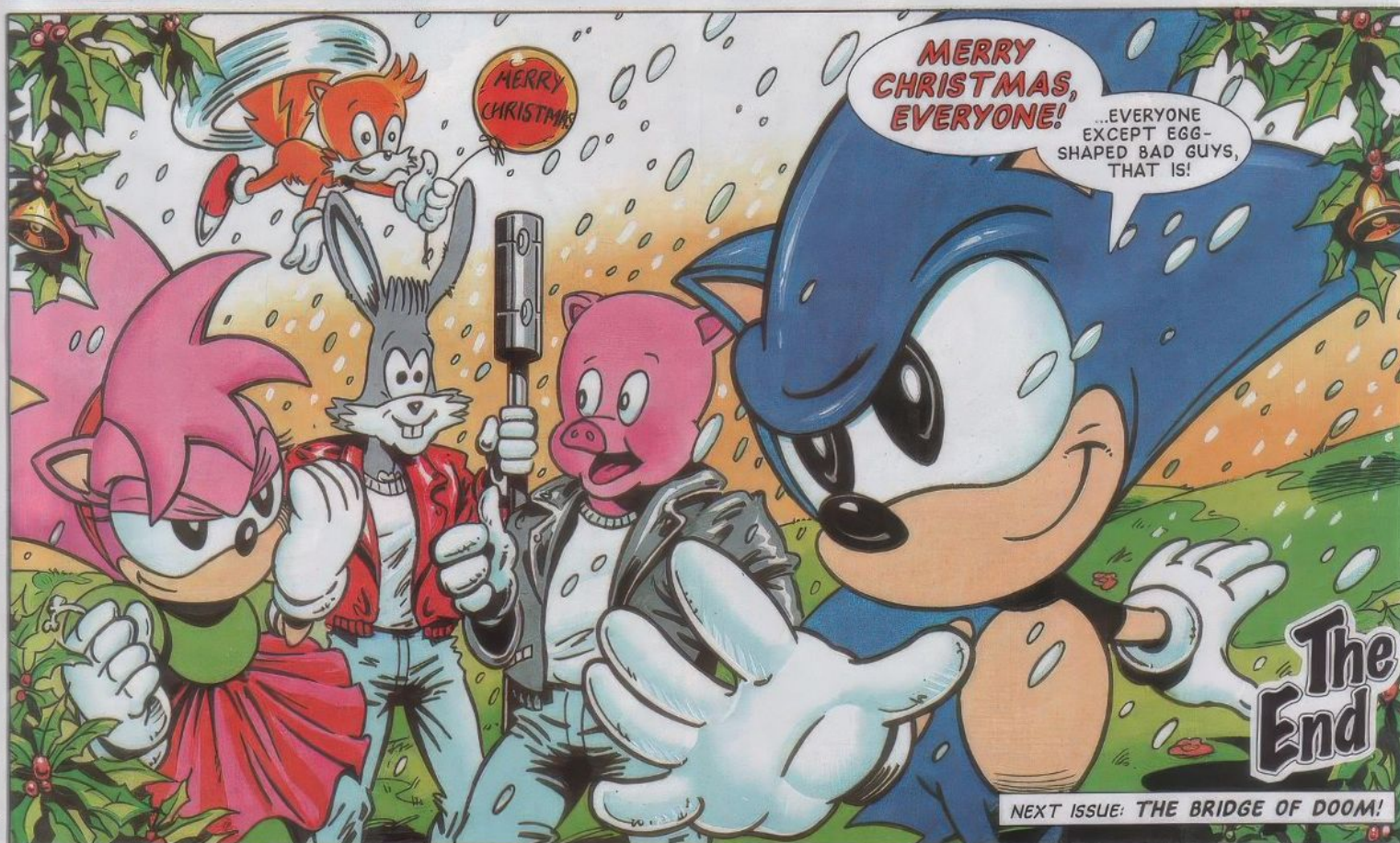
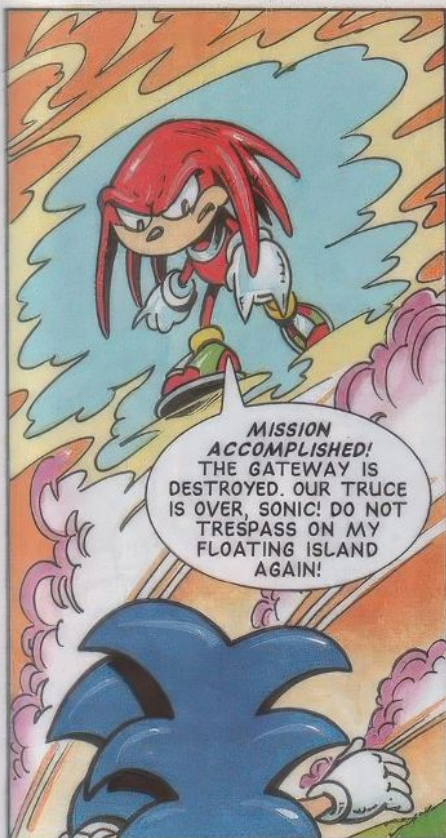


ROBOTNIK
IS
ESCAPING!

LET HIM
GO! HELP ME
GET THESE GUYS
THROUGH THE GATE-
WAY BACK TO MOBIUS
BEFORE IT'S TOO
LATE!



EVERY-
ONE THROUGH?
COOL!



REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.
Reviewers this issue: Jenny Fromer, David Gibbon & Nick Protz.

RATING SYSTEM

under 40% = Yawnsville
40 - 70% = Normalsville

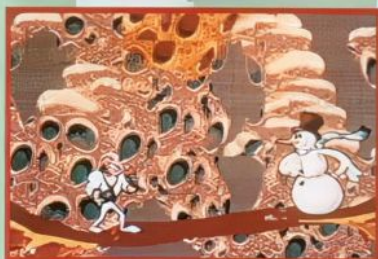
70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

EARTHWORM JIM



Mega Drive

game type: PLATFORM
1 PLAYER



suit which gives him the ability to run, jump, fire a gun, power himself as a rotor blade and more besides!

Earthworm Jim is an off-beat, original game. Each level features beautifully drawn graphics with over 50 detailed scrolling backgrounds. The characters are superbly animated and very agile. Jim is possibly the most versatile character seen to date in a video game (how many characters pull their head off to use as a whip?). Leave him standing for a while and you're treated to comedy routines ranging from him accidentally shooting himself to his eyes popping out after his trousers have fallen down!

Earthworm Jim is a tough game, but a definite winner. Watch out for Jimbo, he's set to become a Mega Drive mega-star!

- DG



POWER RANGERS



Mega Drive

game type: BEAT 'EM-UP
1-2 PLAYERS



A game that began life as a TV show, the **Power Rangers** are a group of hip schoolchildren, well versed in martial arts, who band together to take on the evil Rita Repulsa in her bid to capture the planet. Fortunately for the Rangers, they have special powers, including the ability to come together to form the mighty Megazord. All of this helps as Rita's evil henchmen increase in strength.

Given the plot, it comes as no surprise that on the Mega Drive format **Power Rangers** is a beat 'em-up. Individual Rangers, or the united Megazord work their way through Rita's goon squad. Alternately, you can opt for the two-player mode and take on your friends, choosing from the 12 fighters on offer.

Whilst **Power Rangers** is a pretty standard beat 'em-up fare with no real twists on the format, it basically only uses the pad and two buttons to operate. This makes it a pretty good introduction to the beat 'em up for younger players or beginners. That said, it can be a bit of a struggle to successfully pull off the special moves available.

On the down side, **Power Rangers** doesn't have much else to offer. The entire package amounts to a pretty average game, with average sound and graphics. However, if you like the TV show, all the important elements are present here, including an early battle to bring the straying green Ranger back on side. - NP

FAST FAX

PUBLISHER VIRGIN PRICE £44.99

GRAPHICS
..... 94

SOUND
..... 92

PLAYABILITY
..... 92

RAVES Mad-cap platformer with stacks of innovative ideas.

GRAVES A tough game to crack.

OVERALL 94%

FAST FAX

PUBLISHER SEGA PRICE £39.99

GRAPHICS
..... 60

SOUND
..... 58

PLAYABILITY
..... 63

RAVES Good introduction to the format.

GRAVES Too basic.

OVERALL 59%

THE LION KING



Mega Drive

game type: **PLATFORM**
1 PLAYER



Based on this year's hit film, **The Lion King** is the story of Simba and his transition from lion cub to lion prince. Each level of the game represents

a stage in his journey through life. This includes his exile in the wilderness to his eventual confrontation with his evil uncle Scar, to prove which of them is worthy to rule the Pridelands.



As in *Aladdin* and *Jungle Book*, the animation here is superb, with incredible attention to detail resulting in remarkably fluid gameplay. **The Lion King** is the most impressive so far, both in its look and in the effective transfer of the story to the console format. The Stampede level, where Simba has to contend with bolting wildebeests, captures much of the intensity of the film.

The Lion King packs a lot of extras into the format with challenging puzzles and some really creative friends and foes along the way. Best yet is the novelty feature of seeing Simba actually develop from cub to full-grown lion as the game proceeds. The moves start off basic with Simba pouncing on enemies, but later being able to slash and maul as an adult. He can also use his roar to combat enemies, which is increasingly effective as he grows older.

Overall, **The Lion King** is a highly satisfying game with a great soundtrack that includes samples from the original score. It's a game which is both a joy to look at and fun to play. - JF



FAST FAX

PUBLISHER DISNEY/VIRGIN	PRICE £34.99
GRAPHICS	
<div style="display: flex; justify-content: space-between;"> 90 </div>	
SOUND	
<div style="display: flex; justify-content: space-between;"> 88 </div>	
PLAYABILITY	
<div style="display: flex; justify-content: space-between;"> 88 </div>	
RAVES : GRAVES	
<div style="border: 1px solid black; border-radius: 50%; padding: 10px; width: 50px; margin: 0 auto;"> Great all-round value. </div>	<div style="border: 1px solid black; border-radius: 50%; padding: 10px; width: 50px; margin: 0 auto;"> Hard to think of any! </div>
OVERALL	
<div style="display: flex; justify-content: space-between;"> 90% </div>	

MICKEY MANIA: THE TIMELESS ADVENTURES

game type: **ARCADE ACTION**
1 PLAYER



Mega Drive



The most famous of all Disney characters, Mickey Mouse celebrated his 65th birthday last year. As a tribute, Sony decided to produce a video game based on Mickey's history. Although it has taken over a year to develop, the final product is outstanding.

Mickey Mania: The Timeless Adventures is divided into six animation shorts, each representing a major event in Mickey's career; his first appearance, first speaking role and the advent of Mickey in colour. Played over a total of 25 levels, the attention to detail is very impressive. For example, the first level is based on Mickey's first cartoon, 'Steamboat Willie,' authentically played in black and white, appearing like it's real counterpart which was made in 1928.

Gameplay is simple enough for the very young, yet still provides a challenge for the most experienced gamer. In



addition to the usual left-to-right platform action where Mickey throws marbles or jumps on baddies' heads, two 'new' game engines are included. One has Mickey walking around a 360 degree rotating tower, while the other is an innovative 'coming-at-you' 3D stage in which Mickey is chased by a moose along fast-moving ground. Both add that special 'jaw-dropping' factor to the game.

Graphically, **Mickey Mania** is on a par with *Aladdin* and *Jungle Book*. Every one from Mickey and Pluto (who assists Mickey through the later levels) to the way the baddies move is totally flawless and comparable to a Walt Disney feature film. Praise indeed! - DG.

FAST FAX

PUBLISHER	PRICE
SONY IMAGESOFT	£44.99

GRAPHICS

.....93

SOUND

.....84

PLAYABILITY

.....90

RAVES

Graphic masterpiece with great gameplay.

GRAVES

Frustrating to lose a life only to start from the beginning of a level.

OVERALL

91%

NIGHT IN THE CITY.

FIFTEEN TO ONE...?

WITH THESE
KINDA ODDS HOW
CAN YOU LOSE?

SOUNDS GOOD
TO ME!

HOW ABOUT YOU, **FEROCCIO**?
DO YOU WANT A PIECE OF THIS?

UH, DAN...

NOT FEROCIO.
HE ISN'T, Y'KNOW,
'ONE OF THE GUYS'...

OH...

STREETS OF RAGE

THE ONLY GAME IN TOWN

PART 2

Script: Nigel Kitching

Art: Peter Richardson Lettering: Tom Frame

MAX, AXEL, BLAZE
AND SKATES HAVE
BEEN AMBUSHED...



C'MERE, DECOY. YOU'VE
DONE YOUR JOB!

SKATES... I COULDN'T HELP IT.
THEY MADE ME!

SAVE IT,
JULIO!



DAMN! THEY'RE
TAKING OUR
BATTLE WAGON!



DON'T WORRY 'BOUT THE
VAN, BABY. YOU NOT GON'
NEED IT NO MORE!



I'VE HAD IT
WITH THIS! I
AIN'T WAITIN'
NO MORE! I'LL
FINISH 'EM!







THIS MAKES NO SENSE. THEY SHOULD HAVE TORN US APART BY NOW.

THEY'RE PLANNING SOMETHING... AND IT'S NOT GOING TO BE PRETTY!

NOT MUCH WE CAN DO ABOUT IT... TOO MANY OF THEM!



WE CAN DO SOMETHING ALL RIGHT, MAX. WE CAN ATTACK THEM **NOW**, GET THEM SO MAD THAT THEY FORGET THEMSELVES...

AT LEAST THEN IT'LL ALL BE OVER QUICKLY.



DON'T GIVE ME THAT **MACHO GARBAGE**, AXEL! NOBODY'S COMMITTING SUICIDE!

FINE, HAVE IT YOUR OWN WAY... YOU USUALLY DO!

HOLD IT, GUYS...



SOMETHING'S GOIN' ON.



THEY'RE PULLING BACK!



DOES ALL THIS MAKE SENSE TO ANYONE?

ELSEWHERE --



OKAY, DAN,
LET'S TRY
AGAIN!

ALL RIGHT, ALL RIGHT... I'LL
TELL YOU!
IT'S THOSE COPS...
THE ONES WHO QUIT THE FORCE
A WHILE BACK.



WHAT ABOUT
THEM?

THEY'RE ON FOOT DOWN
BY THE EASTERN RIVER,
RIGHT IN THE MIDDLE OF
GANG TERRITORY...



MR X IS RUNNING A BOOK.
HE'S TAKING BETS ON HOW
FAR THEY'RE GOING TO GET
BEFORE THE GANGS FINISH
THEM.

YOU CAN STILL GET GOOD
ODDS ON MAX HATCHET
MAKING IT FOUR BLOCKS.



YOU WON'T GET
AWAY WITH THIS,
FEROCCIO!

NO? WHAT WILL YOUR BUDDIES
THINK IF YOU TELL THEM YOU WERE
BEATEN UP BY AN OLD MAN WITH
A DODGY LEG?



SAY,
WHAT HAPPENED
TO YOU?

I SLIPPED ON A
BAR OF SOAP.
WHAT'S IT
LOOK LIKE?

NEXT ISSUE: TOUGH ON THE STREETS.

GRAPHIC Zone

It's that bauble, bell-ringing time, Boomers! My circuits have been almost snowed under by the flood of festive art sent in by you Boomers. The chosen few will each receive an original, STC badge, not seen since issue 2!



A Christmas Tail ...
Mark Lee,
Bridgwater,
Somerset.
MD, MCD & MM
owner.
Sonic Badge
Winner.



Martin
Richmond,
Armthorpe, Nr
Doncaster.
MD owner.
Sonic Badge
Winner.



Come slide
with me ...



Ian Bowen,
Shropshire.
Sonic Badge
Winner.

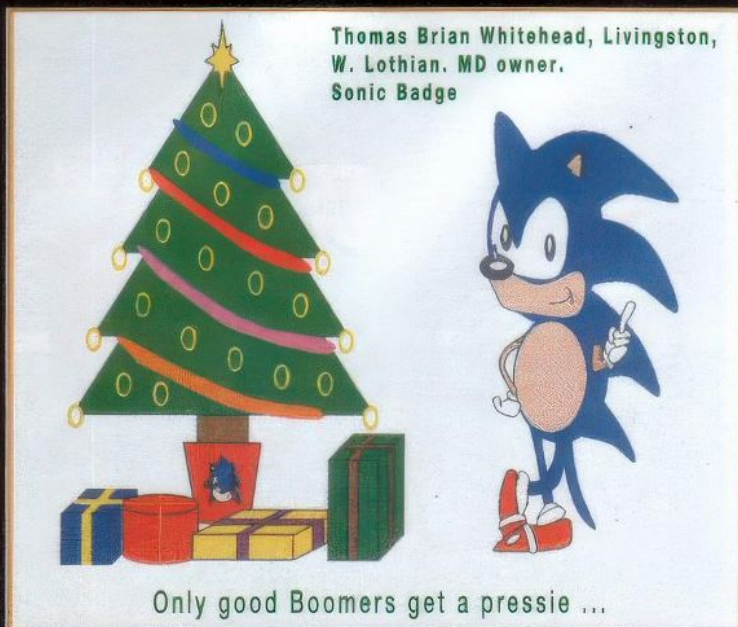


Emmet Folens, Killiney, Rep of
Ireland.
MD owner.
Sonic Badge Winner.

Sonic's
swag bag ...



Sleigh aw-a-a-y ...



Thomas Brian Whitehead, Livingston,
W. Lothian. MD owner.
Sonic Badge

Only good Boomers get a pressie ...



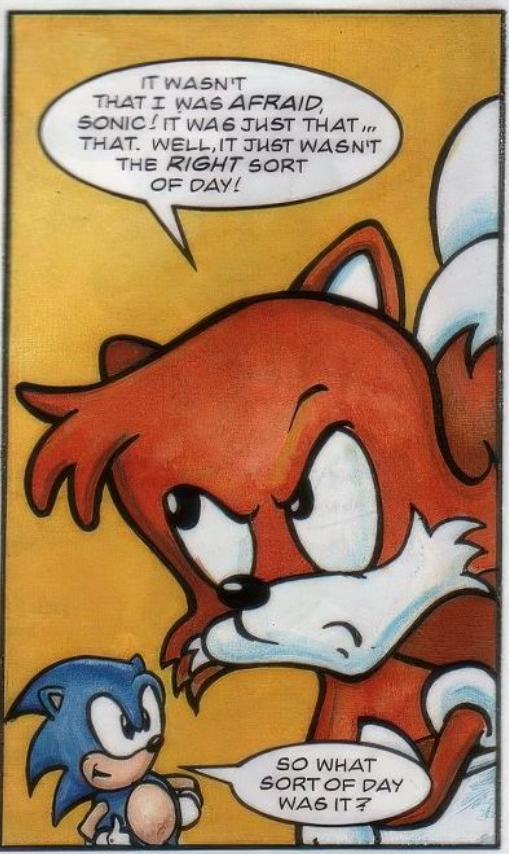
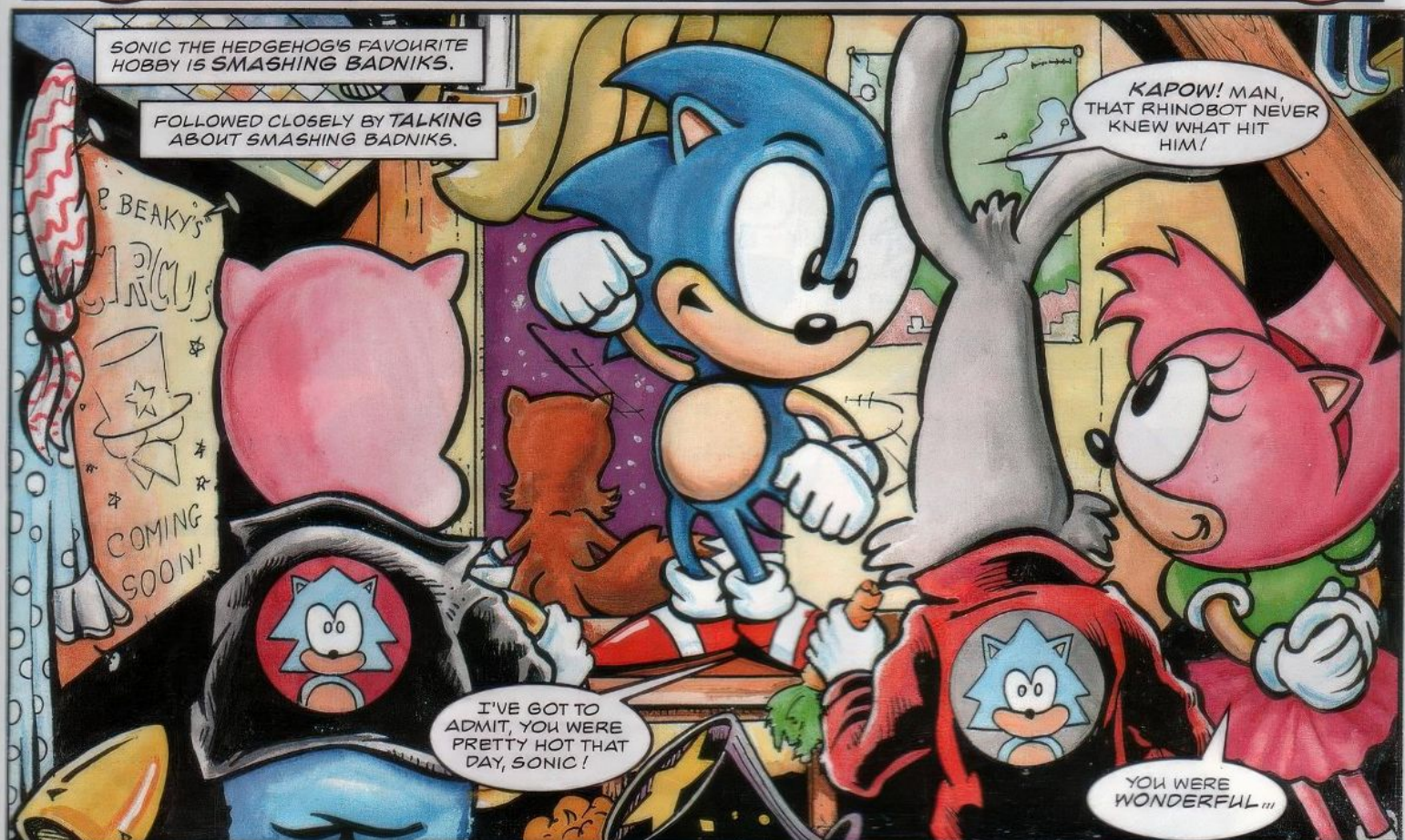
**SPECIAL
COMPLETE
STORY**

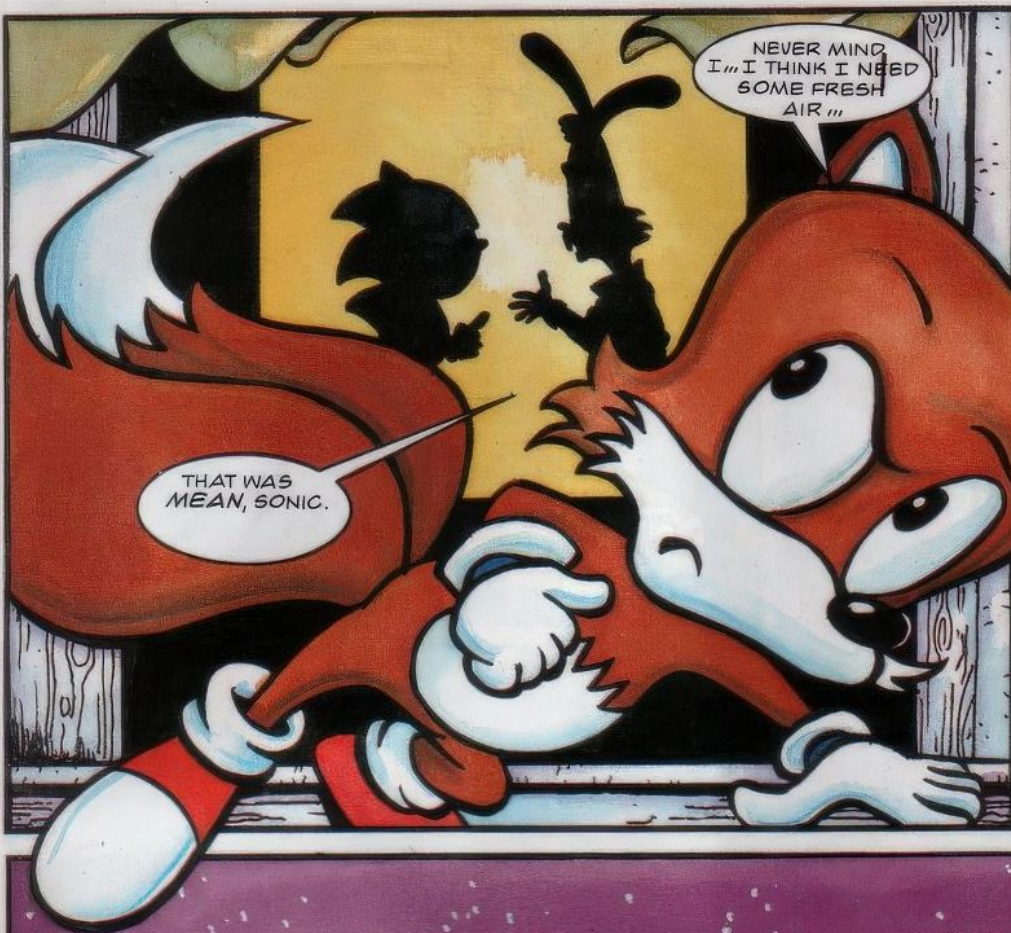
Tails

Hero of Mobius

Script: Nigel Kitching
Art: Carl Flint
Lettering: Ellie de Ville







THAT WAS
MEAN, SONIC.

NEVER MIND
I... I THINK I NEED
SOME FRESH
AIR...



YOU'D JUST
SMASHED THE
RHINOBOT...

PIXEL BRAIN
KNOWS I'M ONLY
PULLING HIS LEG.
NOW WHERE
WAS I?

OH YEAH!



I CAN'T
BLAME SONIC FOR
LAUGHING AT ME... IT'S
JUST WHAT I
DESERVE!



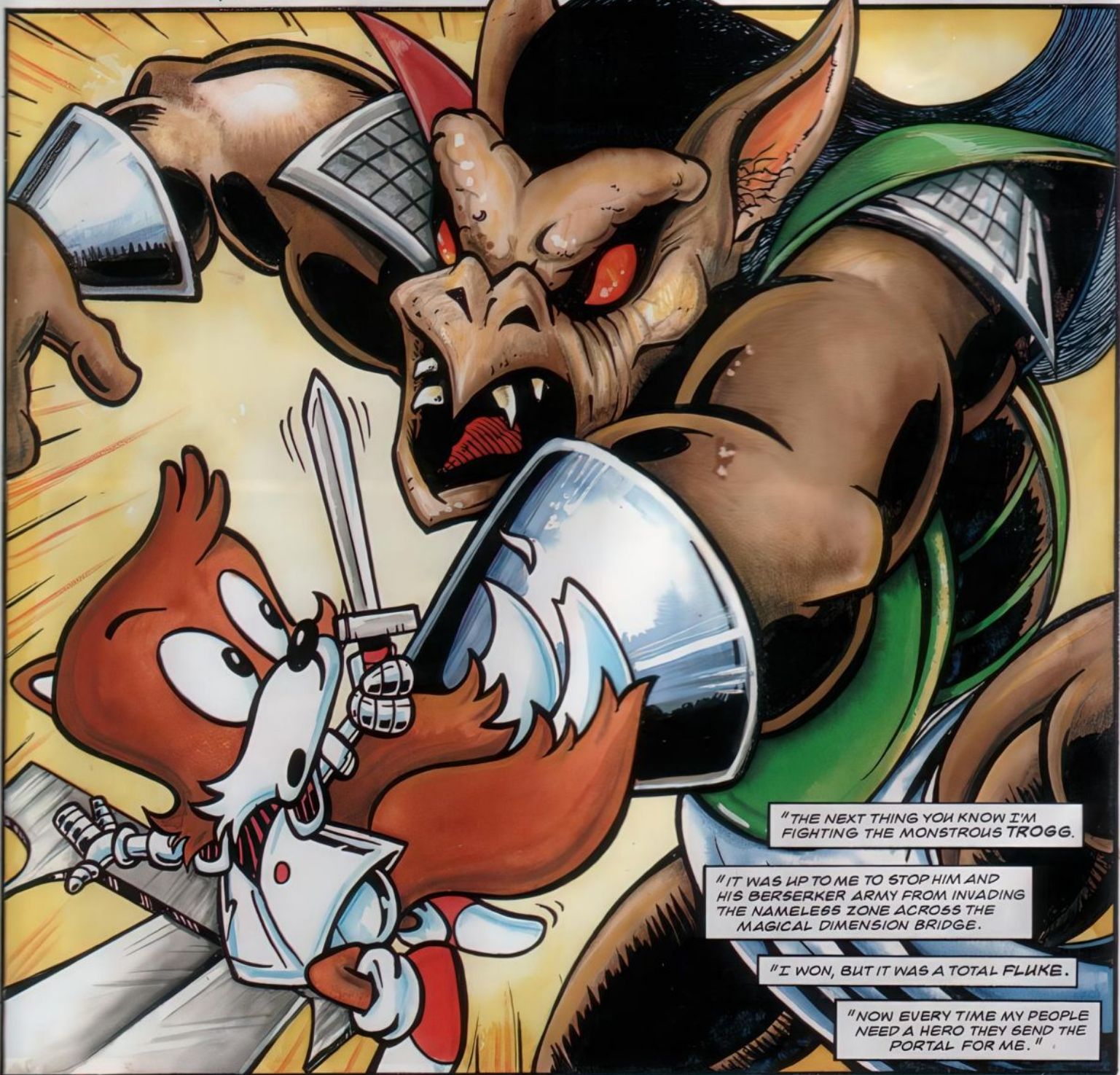
I SHOULD NEVER
HAVE WRITTEN THOSE
LETTERS TO MY FAMILY
BACK IN THE NAMELESS
ZONE. * I NEVER REALLY
MEANT TO SAY THAT I
WAS THE HERO OF
MOBIUS.

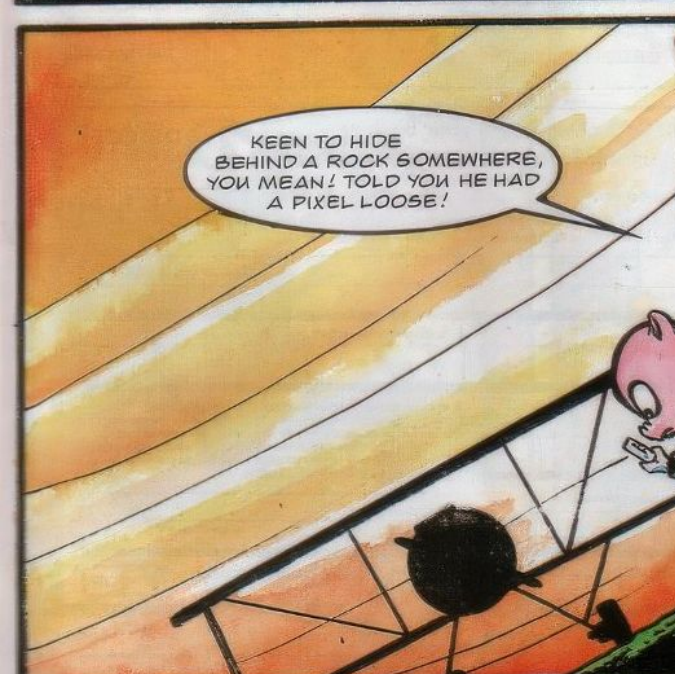
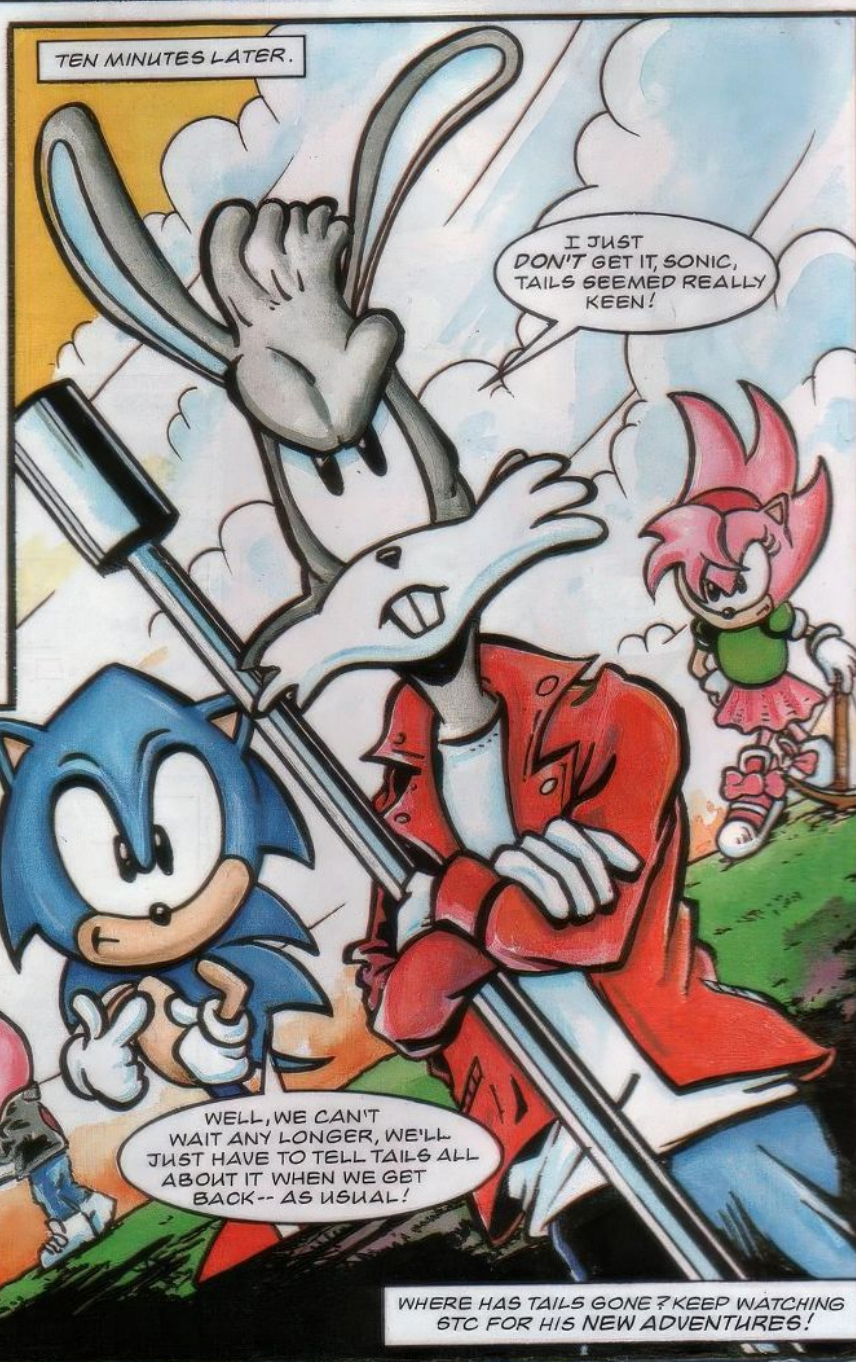
* SEE TAILS' OWN
ADVENTURES,
STC 16-20, 28-31.



I JUST
WANTED MY FAMILY
TO BE PROUD
OF ME.

BOY, IF SONIC
EVER FINDS OUT I
TOLD PEOPLE HE WAS
MY SIDEKICK...





WHERE HAS TAILS GONE? KEEP WATCHING
STC FOR HIS NEW ADVENTURES!

BOOMER BOGGLER!

Here's a mind-boggler for you Boomers to mull over during those quiet festive moments! This special mega wordsearch challenges you to find the 15 words listed below. As you can see from the list shown, each word is in some way related to Sega or it's games.

WORDS TO FIND



ALADDIN
BUBSY
ECCO
ELECTRONIC ARTS
FIFA SOCCER

GAME GEAR
LION KING
MARKO
MEGA CD
MEGA DRIVE

SATURN
SEGA
SONIC THE COMIC
THUNDERHAWK
VIRTUA RACING



KNUCKLES

CARNIVAL NIGHT CONSPIRACY PART 4

Script: Nigel Kitching

Art: Richard Elson

Lettering: Elitta Fell

KNUCKLES HAS AGREED TO LET THE CARNIVAL NIGHT ZONE REMAIN ON HIS FLOATING ISLAND. IN RETURN THE MARXIO BROTHERS GIVE HIM A CUT OF THE PROFITS.





WHAT'S THE BIG IDEA, CHICIO? DO I PAY YOU TO WATCH TV?

HUH! YOU DON'T-A PAY ME TO DO NOTHIN'!



I KNOW, IT'S A SHAME 'COS YOU DO IT SO WELL!



LATER...

KNUCKLES IS SUCH A SAPI! WE'LL JUST WAIT TILL HIS GUARD IS DOWN, THEN IT'S GOODNIGHT ECHIDNA!

THERE'S-A NO PLACE LIKE THE CARNIVAL NIGHT-A ZONE, THERE'S-A NO...

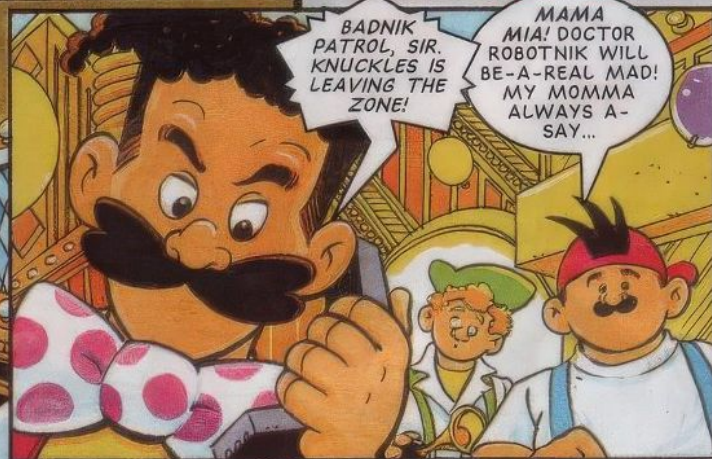
CHICIO, WHAT'S WITH THE MUSICAL OUTBURST?



TRYING TO KILL-A LITTLE TIME, BOSS.

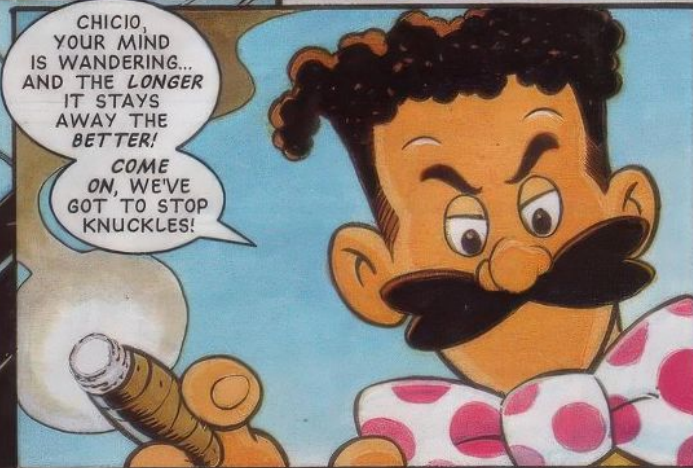
WELL, YOU SURE HAVE THE RIGHT WEAPON! THAT WAS MURDER!

NOW WHAT!



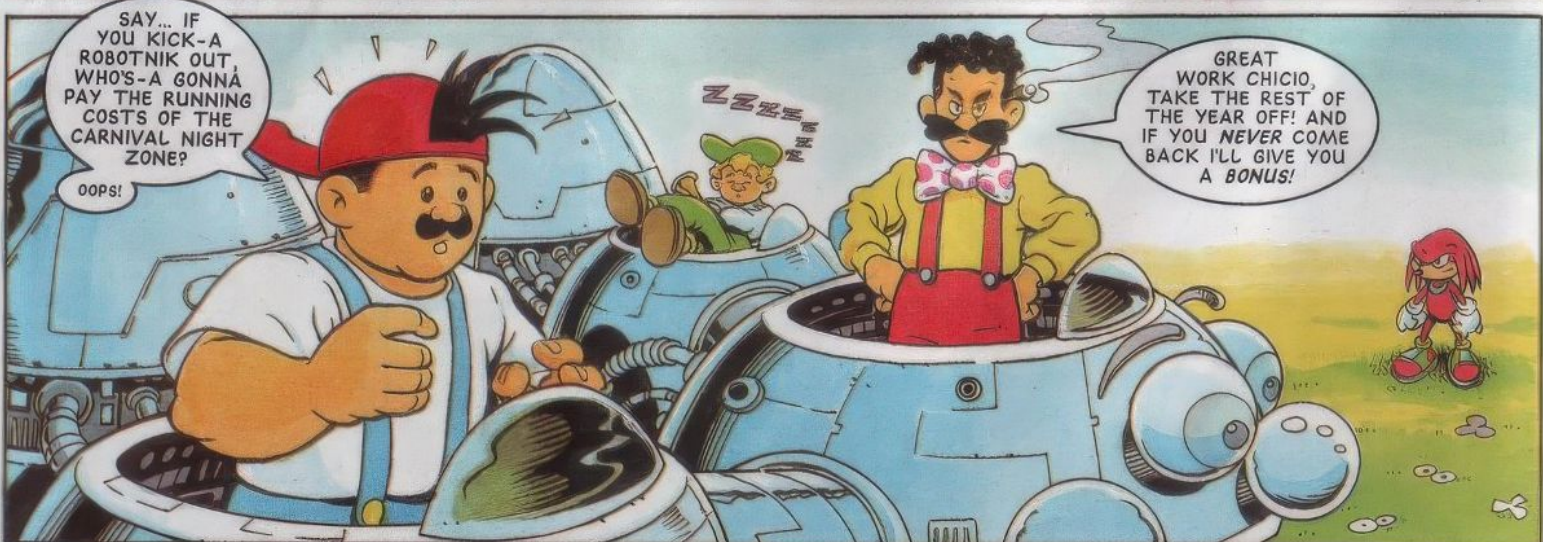
BADNIK PATROL, SIR. KNUCKLES IS LEAVING THE ZONE!

MAMA MIA! DOCTOR ROBOTNIK WILL BE-A-REAL MAD! MY MOMMA ALWAYS A-SAY...



CHICIO, YOUR MIND IS WANDERING... AND THE LONGER IT STAYS AWAY THE BETTER!

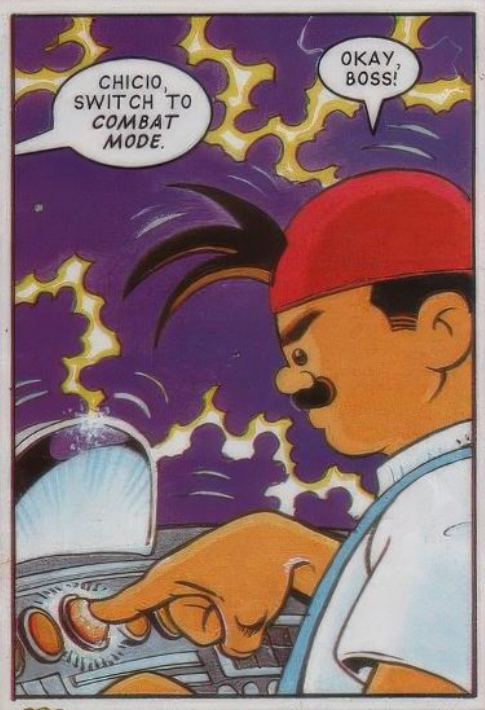
COME ON, WE'VE GOT TO STOP KNUCKLES!





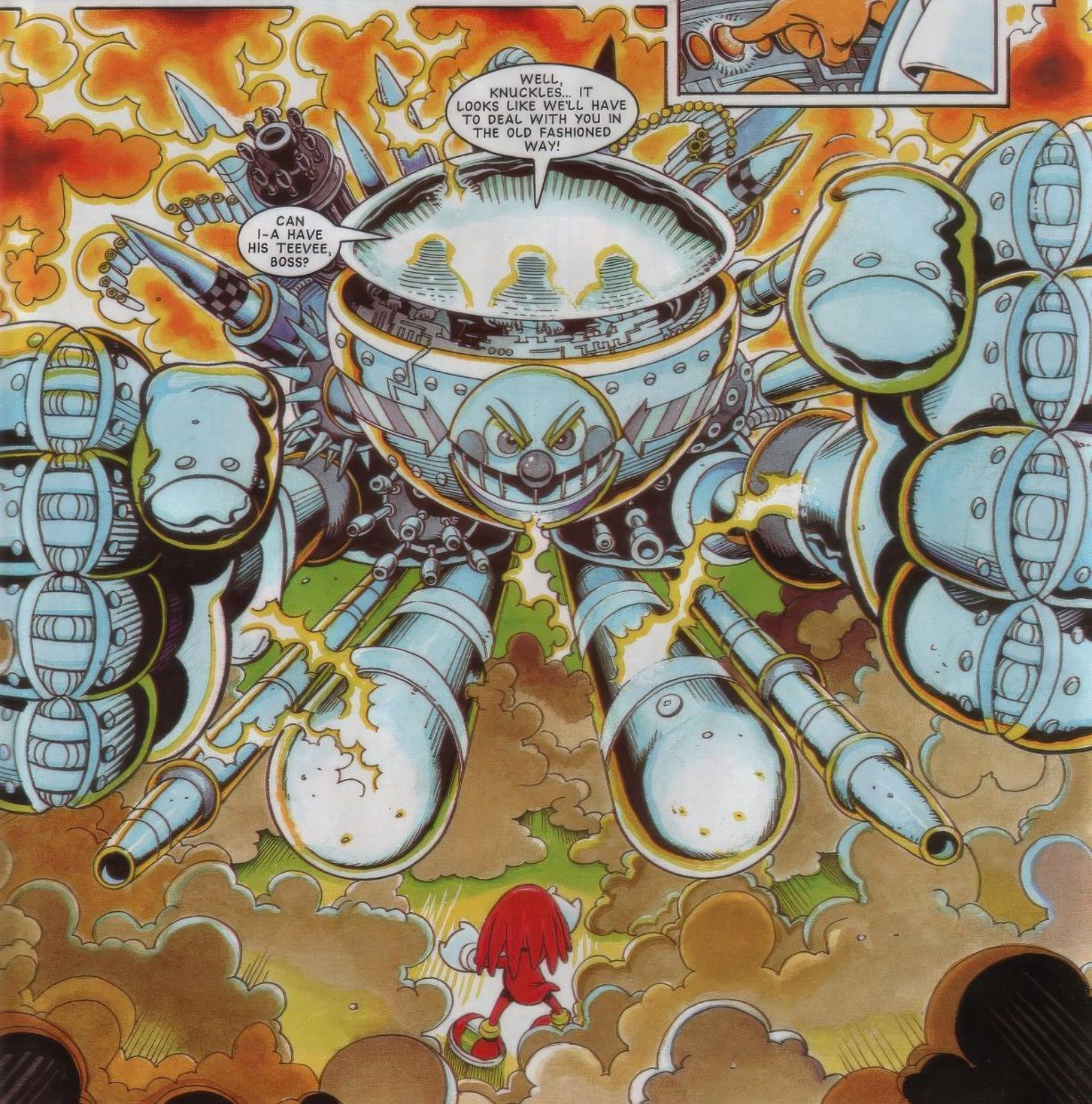
SO, YOU
ARE WORKING FOR
ROBOTNIK!

HEY! I
FIGURED WHAT
YOU DIDN'T KNOW
WOULDN'T HURT YOU...
WHICH IN YOUR CASE
MEANS YOU ARE SAFE
FROM PRACTICALLY
EVERYTHING!



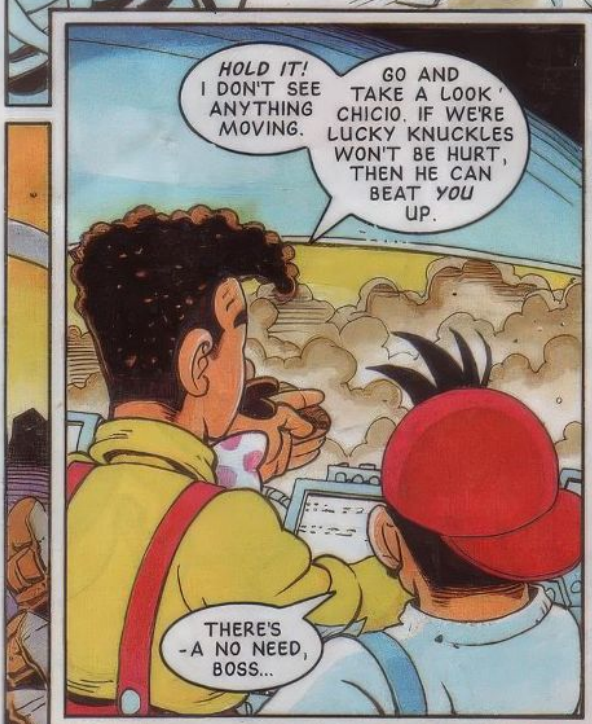
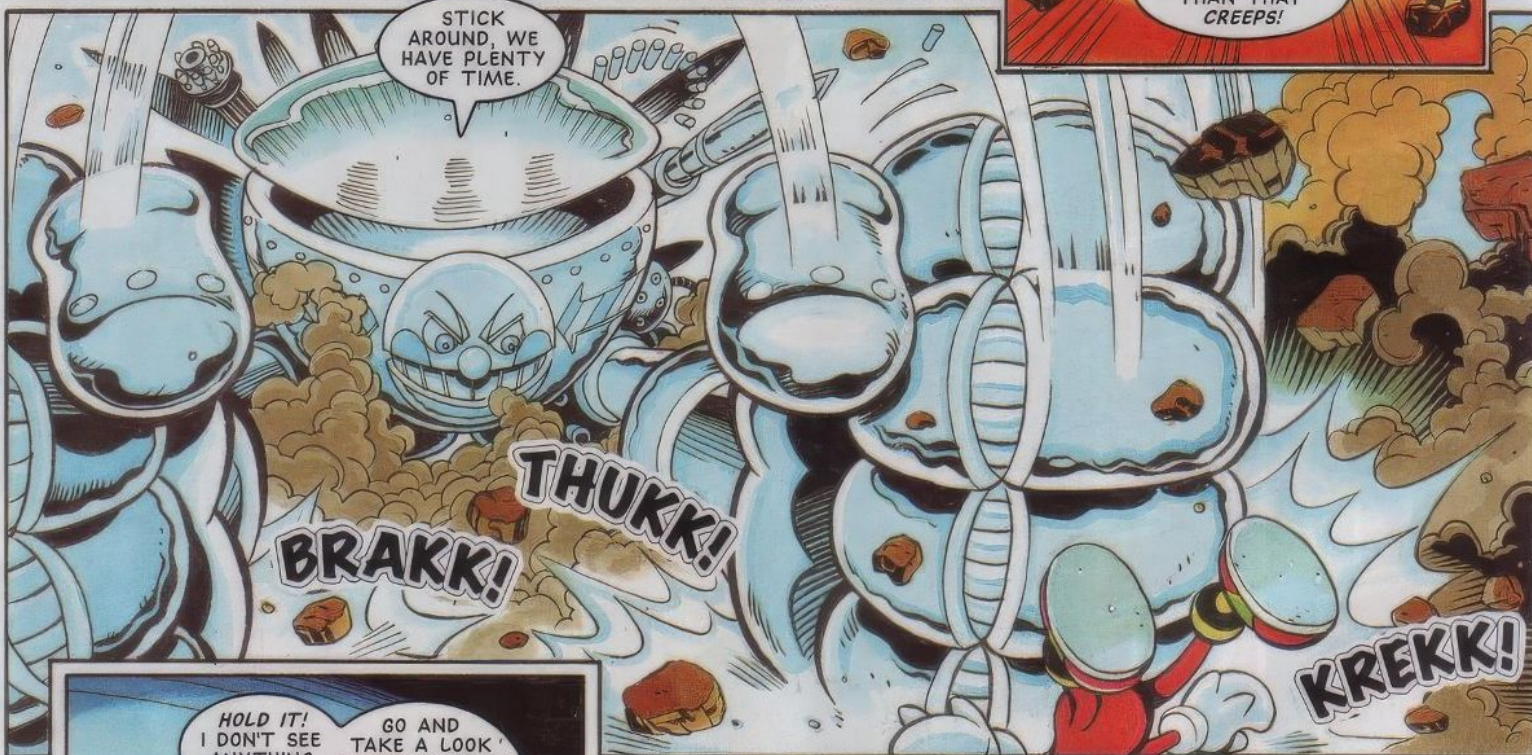
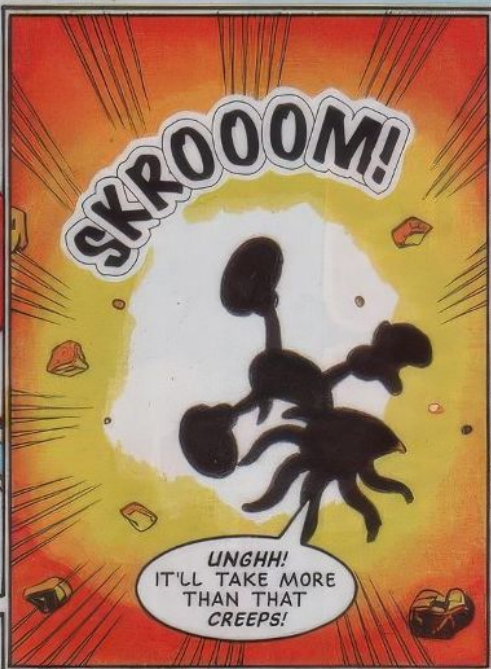
CHICIO,
SWITCH TO
COMBAT
MODE.

OKAY,
BOSS!



WELL,
KNUCKLES... IT
LOOKS LIKE WE'LL HAVE
TO DEAL WITH YOU IN
THE OLD FASHIONED
WAY!

CAN
I-A HAVE
HIS TEEVEE,
BOSS?



NEXT: THE CARNIVAL NIGHT ZONE - OPEN FOR BUSINESS?

NEWS Zone

Newshound: Chris Jones.

SEGA ON THE BOX

NEW SERVICE BEAMS GAMES TO HOMES



Currently being tested in the U.S. is the **Sega Channel**, offering American Sega owners the chance to be in at the forefront of the 'infotainment' revolution. **Sega Channel** will hopefully be available to those of us in Europe next Spring ('95) with viewers being

able to subscribe via a cable TV service. It is being heralded as a breakthrough in interactive video.

For your monthly fee the channel will provide you with access to a 24-hour Sega TV world. News of upcoming games, gameplay tips, Sega competitions and special promotions will all be available to you. Best of all, subscribers will be given a special adaptor cartridge which plugs into your Mega Drive, thus allowing the viewer to select and download a variety of complete games to play on. It will also be possible to test out certain screens from preview games.

Fifty different titles a month will appear with new ones popping up all the time. All this, plus loads more special **Sega Channel** games not available in the shops will be buzzing onto your Mega Drive. With this much Sega on the box will there ever be time for *Neighbours* again?



BIRTH OF A STAR

A CHALLENGER FOR SONIC?



Watch out Sonic, **Ristar** is coming! Sega are launching a new character in a funky platform game due out at the end of January. Insiders

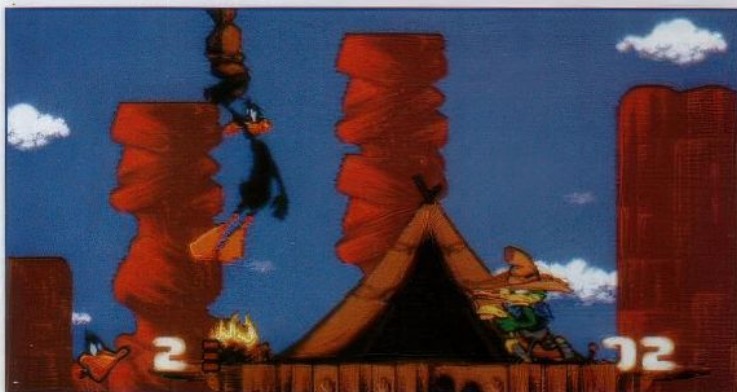
at the company say he will become just as cool and trendy as the infamous blue spiky one (wanna bet? - Megadroid). **Ristar**, the star-headed hero, has to battle his way across many levels to confront the evil tyrant 'Greedy' who has enslaved his planet's people and captured his dad!

However, with Sonic, Tails and that red-dreaded one Knuckles to compete with, **Ristar** had better have some good moves and great action to throw our way.



DAFFY DOES TINSELTOWN

LOONEY TIMES AHEAD FOR HOLLYWOOD



Sega's **Daffy Duck in Hollywood** is a mid-January release that has Daffy as a super-hero/private investigator who is hired by that other rootin' tootin' Warner Brothers character, Yosemite Sam. In the game, Yosemite Sam is a Hollywood movie director who has had



his 12 Golden Cartoon World Movie Awards stolen by the Mad Professor Duckbrain.

Sam can either pay the ransom or get Daffy to investigate. In true super-hero fashion, Daffy calls upon his powers to save the day. Each level is set against the backdrop of a Hollywood movie that spoofs a real movie. So Daffy, armed with his trusted bubble gun as a weapon, must do battle with the Professor's nasty henchmen. If Daffy cannot re-capture all of the 12 awards Yosemite Sam won't be pleased! Price to be announced later. "Th..Th..Th.. That's all Folks!"

SHORT BURSTS

INTERPLAY FUN

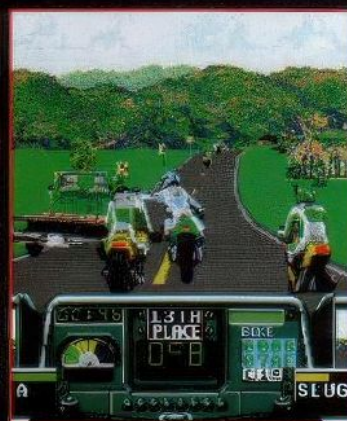
Mega Drive games are back to their silliest with Interplay's fun new releases. If you thought *Boogerman*, the hilarious pick-and-flick platform game (out just before Christmas) was just everyday clean, gross, fun then stand by for **Clayfighter**.

Clayfighter is a wacky combat action game for one or two players. It is packed with crazy characters who are all ready to fight you until your clay body is splattered off the screen. Watch out for 'Blue Suede Goo' an Elvis impersonator whose greasy quiff is his greatest weapon, or 'Bad Mr Frosty' the snowman who lobs lethal snowballs at you.

The game is extremely funny as well as challenging. So get out that Plasticine and Play-Doh and join the **Clayfighter** club.

TO THE POWER OF III

Holy sequel! **Road Rash III** is about to hit the streets. The Electronic Arts game is set to cost Mega Drive owners £44.99 for the chance to own a vastly improved sequel. Using sprites transferred over from a 3DO version, **ROAD RASH III** is going international with races and rashing (i.e.



making the other riders chew concrete) taking place on Kenyan dirt tracks and Japanese highways.

The same fast and vicious all out lawless action takes place, but now you can be twice as mean. You can steal an opponents bike after you've knocked him off and you can even snitch to the cops to eliminate a tricky foe. The same ace two-player head-to-head mode is retained for rashing between friends.

32X: THE GAMES ARE COMING

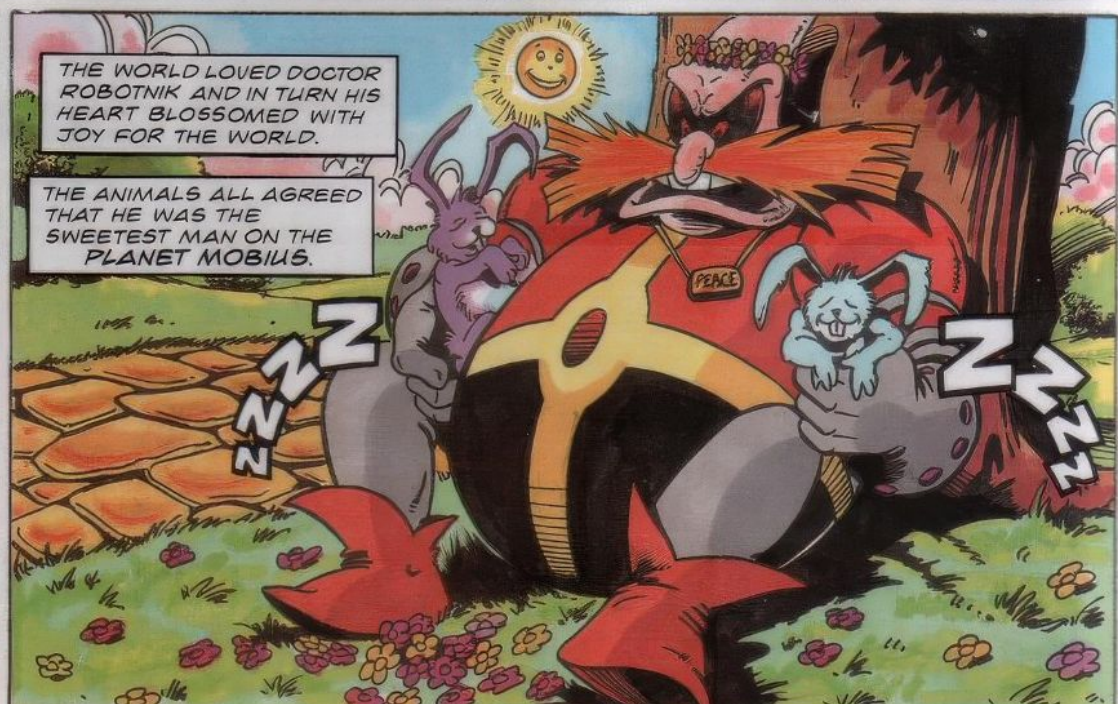
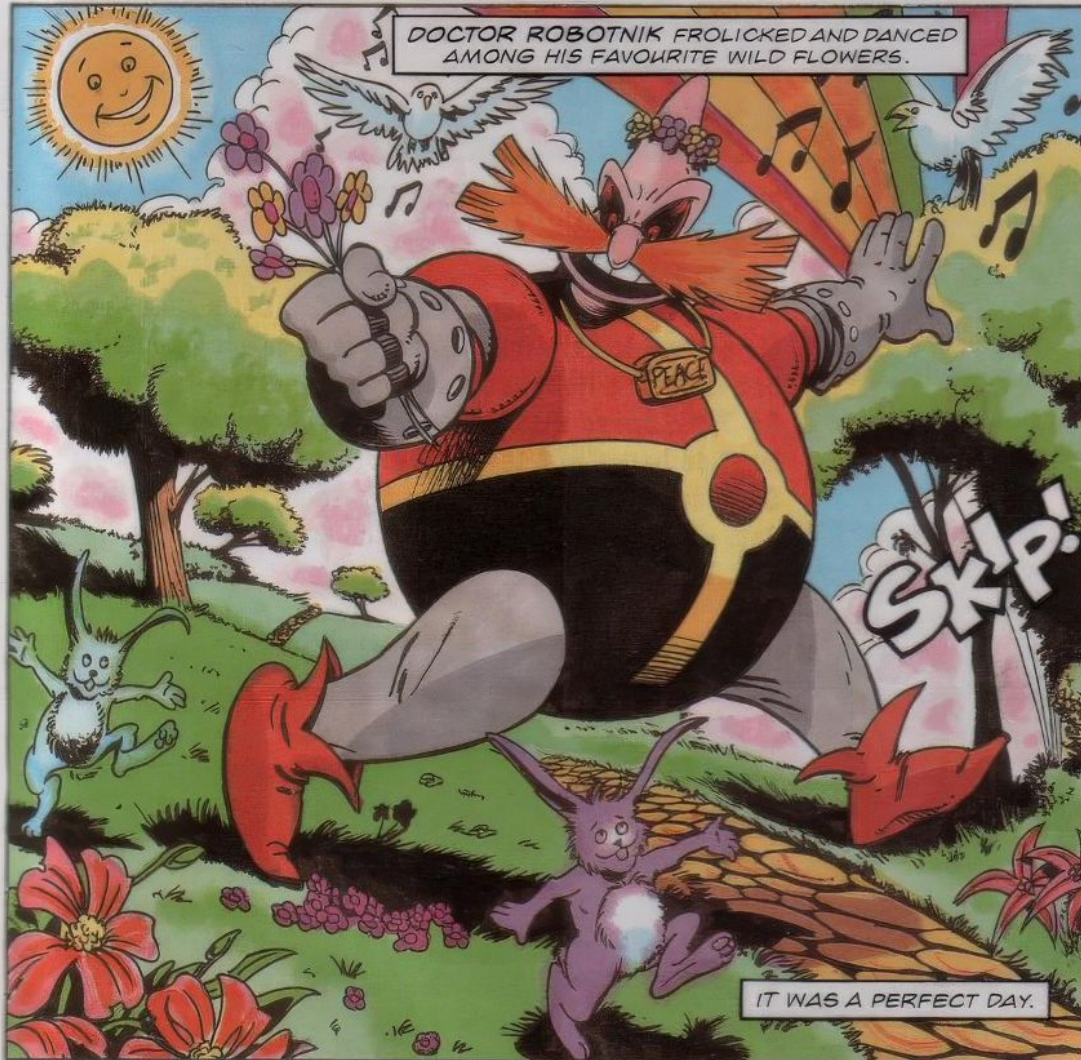
January 1995 sees some serious software hitting those shelves for Sega's new supercharged add-on, the Mega Drive 32X. Joining the **Doom**, **Virtua Racing Deluxe** and **Star Wars Arcade** titles currently available will be an ace beat 'em-up, **Cosmic Carnage**, and the old arcade shoot 'em-up **AfterBurner**. Both promise 'super real' graphics with **Cosmic Carnage** looking to breathe new life into console fighting games.

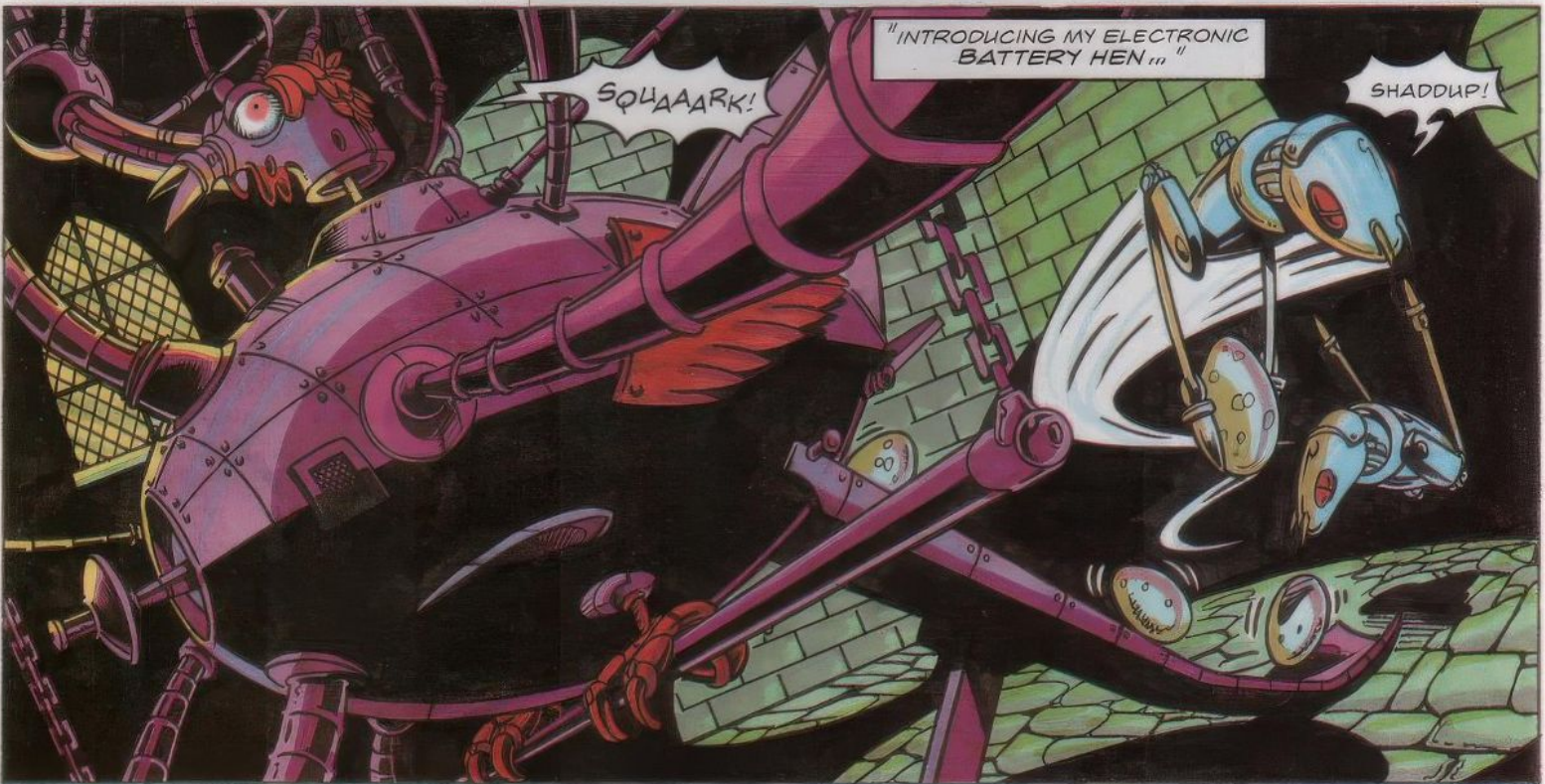
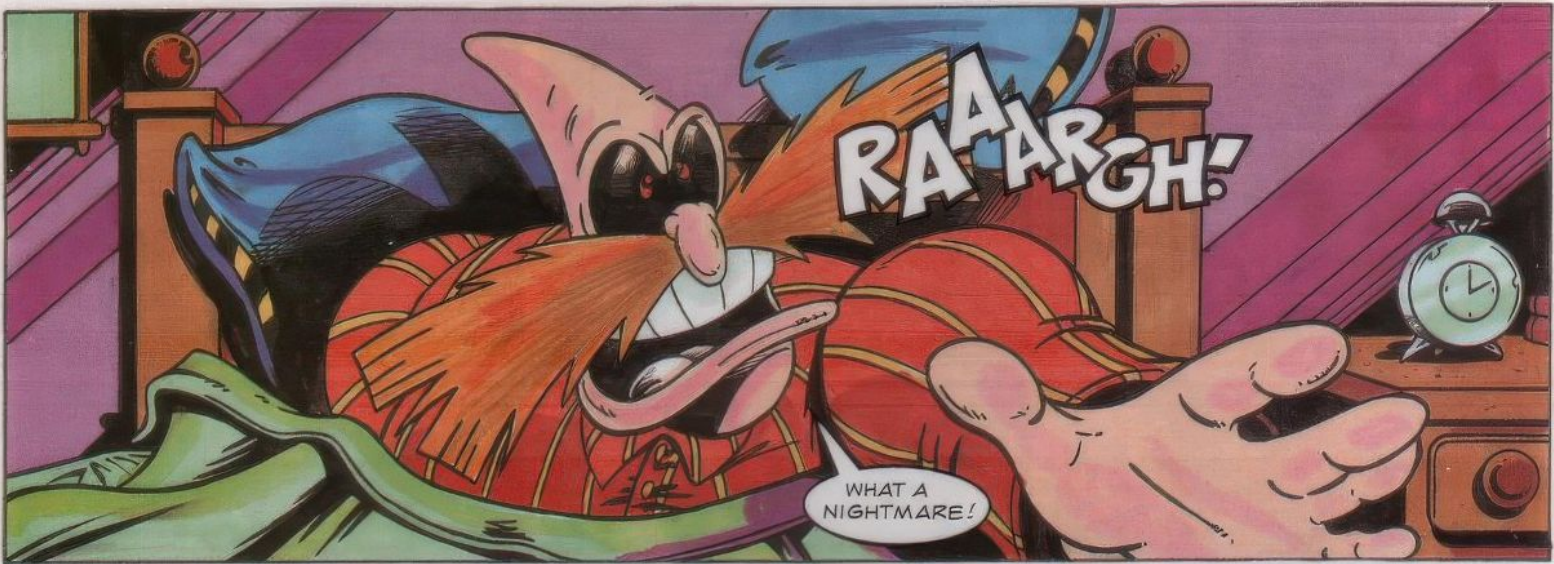
DOCTOR ROBOTNIK

SPECIAL
COMPLETE
STORY

A DAY IN THE LIFE OF ROBOTNIK

Script: Mark Miller
Art: M. Hadley Lettering: Ellie de'Ville





LIFE IN THE SCRAP BRAIN ZONE.

GROAN,
WHAT'S THE
POINT?

SONIC JUST
LEAVES US LOOKING
LIKE SCRAP
METAL!

YOU ARE
COMMANDED TO
FIGHT IN THE NAME
OF OUR CHUBBY
MASTER!

ZIP!

YOU GOT IT,
BUCKET HEAD!

NOBODY
STANDS A CHANCE
AGAINST THE WORLD'S
NUMBER ONE
HEDGEHOG!

FWOOOSH!



HOORAY! YOU
DID IT, SONIC! WE'RE
FREE.

YUP!
SAVED YOUR
BACON AGAIN,
PORKER!



ROBOTNIK'S DASHED ATTEMPTS
TO SET A TRAP FOR SONIC ARE
GETTING TO HIM.

HE DID IT
AGAIN, YOUR NASTINESS!
SONIC FREED THE
PRISONERS!

GRRR! TO THE
MELTING POTS WITH
THOSE USELESS
BADNIKS.

KEEP OFF
MY
GRASS!!!

OR
ELSE!

FAILURE RESULTS
IN EXTERMINATION
UNDER DOCTOR
ROBOTNIK'S RULE.

ANY BADNIK WHO FAILS TO
STOP SONIC IS MELTED
DOWN AND USED TO BUILD
A NEW IMPROVED BADNIK.

NEXT!

W
S
H
H
H

NEXT!

GLUB!

PRAISE
THE COMPASSION
OF DOCTOR
ROBOTNIK!

A
A
A

DOCTOR ROBOTNIK SPENDS
HIS LEISURE TIME FESTEERING
WITH HATRED IN HIS SECRET LAB.

NOT EVEN A
RODENT'S LUCK LASTS
FOREVER!

ONE DAY
YOU'LL SLIP UP AND
I'LL BE WAITING!

YES, ONE DAY
I'LL TURN YOU INTO
THE GREATEST BADNIK
OF THEM ALL.

AND WITH THOSE CLOSING
WORDS, DOCTOR ROBOTNIK
RETIRES FOR BED.

AND UNWINDS WITH A
SOPPY BOOK AND A MUG
OF STEAMING COCOA.

WHAA-T!

I
THOUGHT
YOU HAD
GONE!

WHAT IS THIS? COULD
THE EVIL DOCTOR HAVE
A SOFT SIDE TO HIS
CHARACTER?

OH, THE
SHAME OF IT!
I'LL NEVER LIVE
THIS DOWN!

THE END... BUT
DON'T BE FOOLED!

Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
 Enter the **Q** Zone for hints, tips, and help with your favourite Sega games.

STC's regular game guru David Gibbon brings you the second and final part of this **Jungle Book** Special on the Mega Drive. It's in-depth coverage will ensure swinging success in completing this amazing game.

JUNGLE BOOK SPECIAL Part 2

CHAPTER 5- BALOO AND THE RIVER

OBJECTIVE: FIND 10 GEMS, THEN BAGHEERA

GEM 1:
 Located three platforms above the start.

GEMS 2, 3 & 4:
 Climb about half-way up the level to find the second Gem in a branch. Continue to the top to see the third Gem in the sky. Walk left, to the end, and the fourth Gem can be found hanging in a bush from the sky.

GEM 5:
 To collect this Gem, head right and jump across to the next tree.

GEM 6:
 Jump right across to the next tree and climb down the vine.

GEM 7:
 Climb to the top once again and onto the next tree.

GEM 8:
 Climb down the vine.

GEM 9:
 Return to the top of the tree and head right using the linked vines. Collect this Gem hidden behind the top of the next tree.

GEM 10:
 Drop down to the next branch.



BAGHEERA:
 Bagheera is located at the very bottom-right of the level.

COMPASS:
 From the start, head right. This is located on the bottom platform, just above the river.

EXTRA LIFE:
 Head to the top from the start. Go right to the third tree along, then search the bushes in the sky for a hidden life.

CHAPTER 6- TREE VILLAGE

OBJECTIVE: FIND 10 GEMS, DESTROY THE WITCH DOCTOR

Once you have the Compass, follow the directions given to collect each Gem. Remember to search inside the huts and the trees to find hidden items. To transport from one hut to another, stand inside and press Up.

COMPASS:
 Go right, through the tree and climb the vine.

EXTRA LIFE:
 From the start, stand inside the hut and press Up. At the next hut, go left inside the tree to gain an extra life.

THE WITCH DOCTOR

Part 1 - Located at the top-right of the level. When the piled-up Monkey's appear, stand as close to them as possible to help you avoid the fire and repeatedly throw Bananas to destroy them.

Part 2 - Stand at the extreme left or right of the screen. When a Monkey appears, fire at him until he retreats. When the ground Monkey fires, jump up to avoid being hit.

CHAPTER 7- ANCIENT RUINS

OBJECTIVE: FIND 10 GEMS, THEN BAGHEERA

Full of collapsing platforms. Hop from one to another and, using the Compass, you should have no problem finding the 10 Gems.

BAGHEERA:

Situated on the ground, near the far left of the level.

COMPASS:

Walk right, jump the gap and you'll see this above Mowgli's head.

CHAPTER 8- FALLING RUINS

OBJECTIVE: FIND 10 GEMS, DESTROY KING LOUIE

A highly dangerous level in which it's very easy to lose a life. Requires perfect timing and accurate jumping. Follow the platforms heading up until you reach the top and King Louie. Don't stand too long on a platform as it may collapse or grow deadly spikes!

COMPASS:

Head right, jumping across three platforms to collect this.

KING LOUIE:

The most difficult boss in the game. When Louie is running, jump over him and stand at the extreme left or right of the screen. If he hangs from the ceiling, prepare for him to fire two Bananas at low level. Jump over them. If he fires from the ground, he'll start with a low shot but the next will be higher; just touch the jump button to miss the first, second and third bananas. The two bowling balls are easy to jump. Continue firing and Louie will eventually disappear.

CHAPTER 9- JUNGLE BY NIGHT

OBJECTIVE: FIND 10 GEMS, THEN BAGHEERA

A fairly simple level, which is similar to Jungle By Day - but in the dark! Get the Compass and follow its directions to find the Gems.

BAGHEERA:

Located at the very bottom-right side of the level.

COMPASS:

Climb the vine, go left to bounce off a snake to find this.

EXTRA LIFE:

Again, use the springy snake hidden in the bushes directly above the starting point. Grab hold of the vine and go up to find this life.

CHAPTER 10- WASTELANDS

OBJECTIVE: FIND 10 GEMS, DESTROY SHERE KHAN

Watch out for the lethal fire and lightning bolts. Keep on the move, jump the fire and find the Gems with the aid of the Compass.

COMPASS:

Located just past the fire to the right of the starting point.

SHERE KHAN:

Fighting this tiger requires some quick thinking! Every time a new pillar rises up, jump onto it. When Khan fires, jump in the air to avoid being hit. Other than that - keep firing!

Hopefully, by now you should have completed **Jungle Book**! If you haven't quite managed it, then keep an eye out in a future Q Zone for a possible cheat!



TOP TIPS

1. Once you've collected the 10 Gems needed on each level, it's a good idea to try and find the remaining five. Get these, and you'll get a chance to enter the Bonus round where hundreds of collectables will be yours for the taking.
2. A Compass is a must on each level. These point to the nearest Gem, making life so much easier. The location of each one is shown in the solution.
3. The Witch Doctor Masks add vital seconds of invulnerability to your armour. Try and find these on each level as they come in very handy when you're fighting King Louie and Shere Khan!
4. The Elephants sprinkled around each level, if touched by Mowgli, indicate where you'll start off if you lose a life.

The END

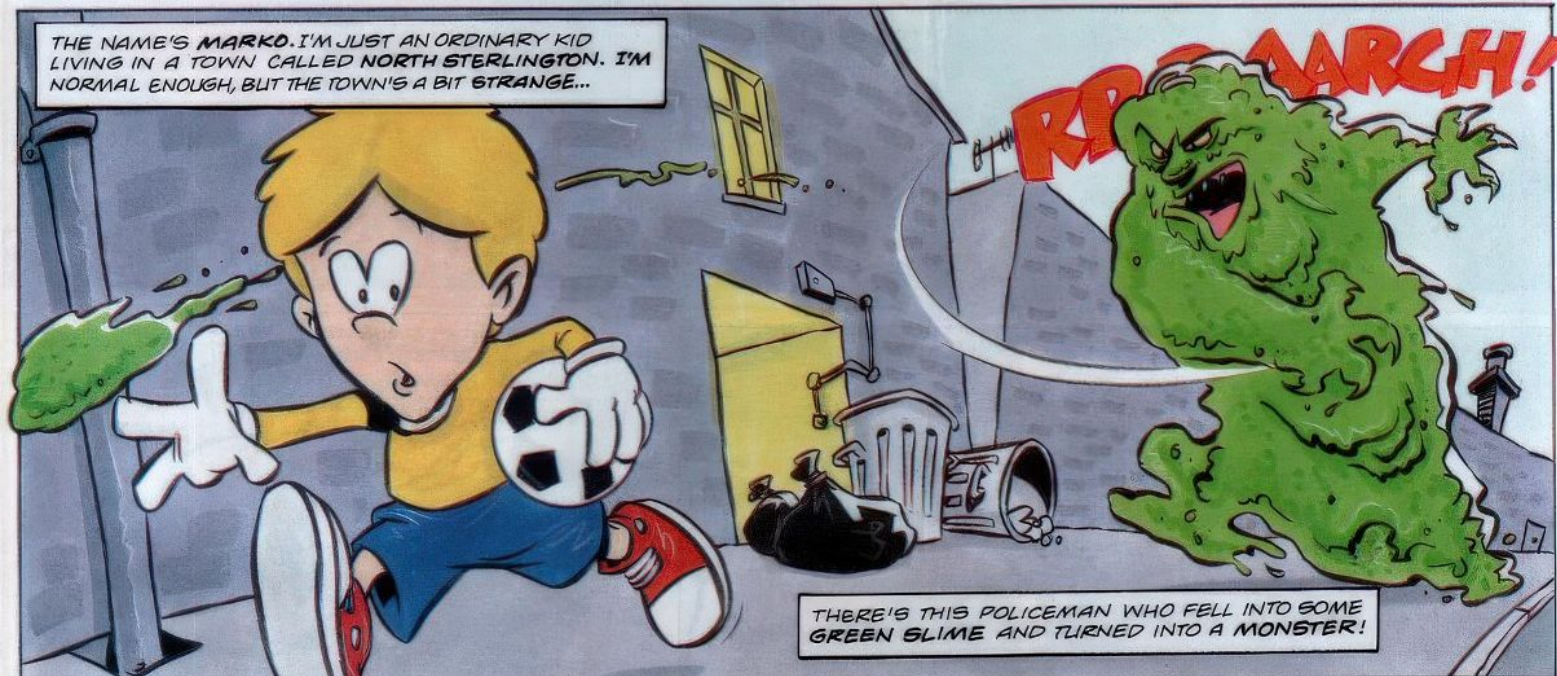


MARKO'S MAGIC FOOTBALL™

Script: Lew Stringer
Art: Gary Andrews
Lettering: Elitta Fell



THE NAME'S MARKO. I'M JUST AN ORDINARY KID LIVING IN A TOWN CALLED NORTH STERLINGTON. I'M NORMAL ENOUGH, BUT THE TOWN'S A BIT STRANGE...



THERE'S THIS POLICEMAN WHO FELL INTO SOME GREEN SLIME AND TURNED INTO A MONSTER!

THE SAME SLIME MADE MY FOOTBALL MAGIC! IT SHOULD VAPOURISE MONSTERS LIKE NOBODY'S BUSINESS!



NO PROBLEM THOUGH! MY MAGIC FOOTBALL ALWAYS RE-APPEARS BACK AT MY FOOT, WHEREVER I KICK IT!

AT LEAST IT WOULD IF I WASN'T SO SCARED AND COULD SHOOT STRAIGHT!





RRARR...
'ELLO, 'ELLO, 'ELLO!
WOT'S ALL... RRGHH...
THIS THEN?

HE'S
HALF CHANGING
BACK INTO A
POLICEMAN!



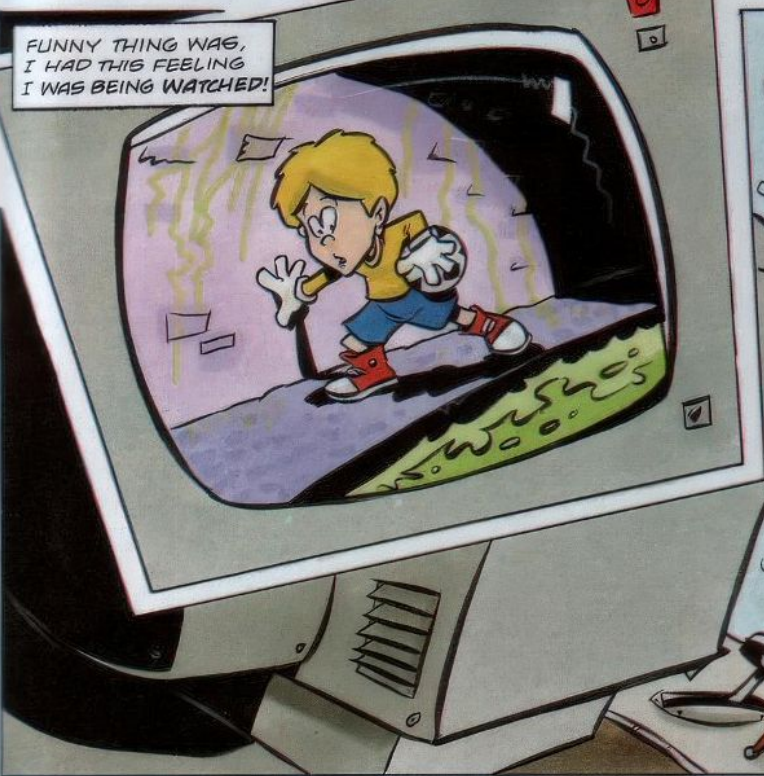
MUST...
CARRY OUT MY
DUTIES...! THE SEWER
...THAT'S MY BEAT
NOW!

IT WAS AS IF THE SLUDGE HAD
PLACED HIM UNDER SOME
STRANGE CONTROL AND WAS
COMMANDING HIM TO GO DOWN
INTO THE SEWER!

CALL ME BRAVE, OR PLAIN STUPID
(PROBABLY STUPID), BUT I
DECIDED TO FOLLOW.



YUK!

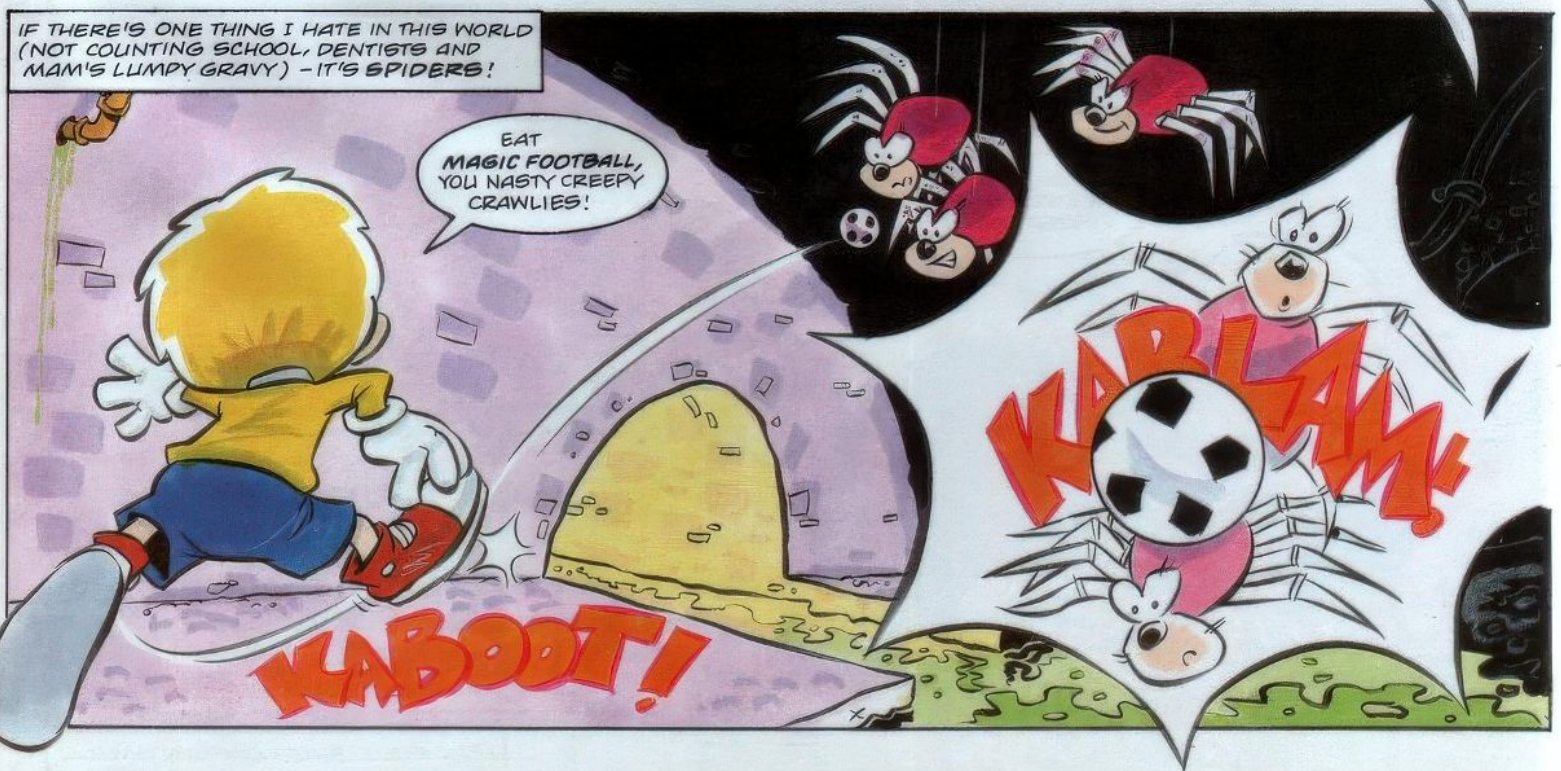
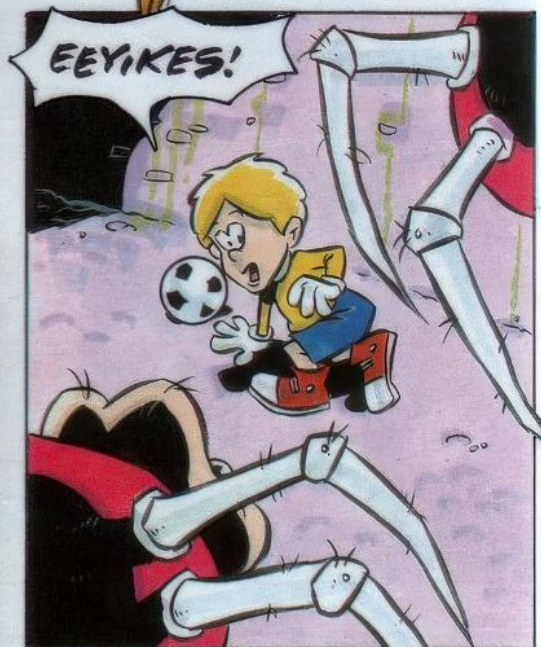


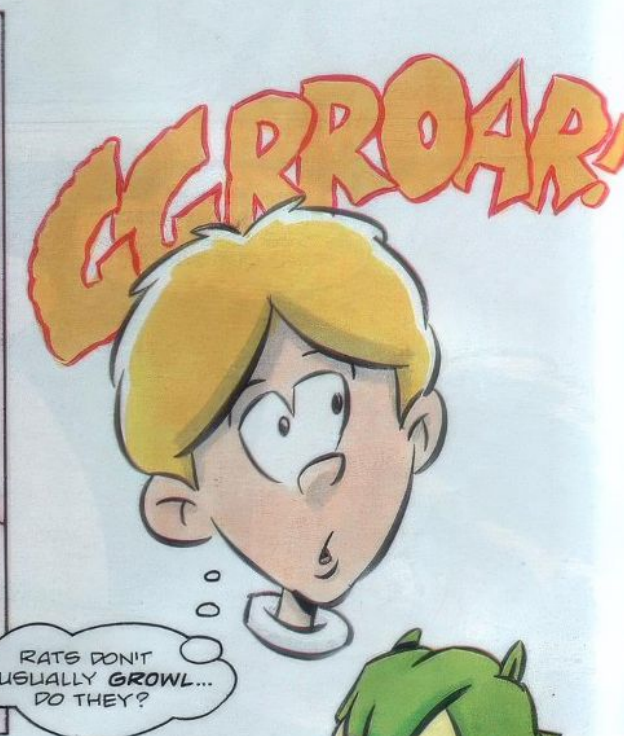
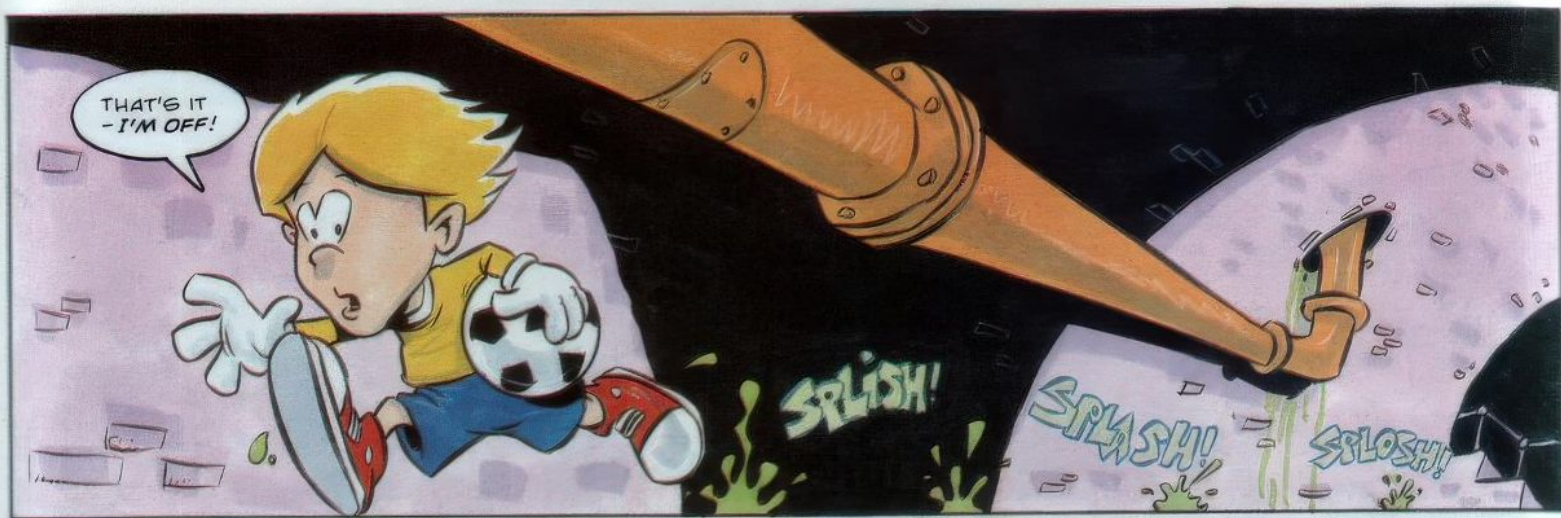
FUNNY THING WAS,
I HAD THIS FEELING
I WAS BEING WATCHED!



AN INTRUDER!
WHY IS THAT BOY
TRESPASSING BENEATH
MY TOWN!

LOOKS
LIKE HE'S READY
FOR A KICK-ABOUT,
COLONEL BROWN!





NEXT ISSUE: ENTER CAPTAIN SMIRK!

SPEEDLINES



Sound off to Megadroid about anything you want to do with **STC**, Sega or the meaning of life as we know it!

Send your letters and drawings to: **Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.**

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Brush Off

Dear **STC**,

Why does Doctor Robotnik never shave off his moustache?
Janade Qureshi, Clywyd, N. Wales. MS owner.
Sonic Water Fun Game Winner.



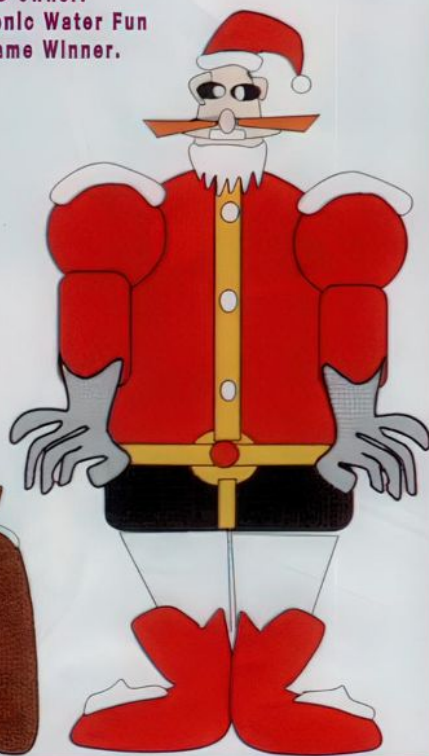
It's probably so that it irritates everyone when he kisses them, Janade. Now that's a thought ...

Kevin Bowen, Shropshire. MD owner.
Sonic Water Fun Game Winner.



Prizes should be despatched within approximately 28 days of publication of your drawing or letter. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

Thomas Whitehead, Livingston, Scotland. MD owner.
Sonic Water Fun Game Winner.



Whole Lotta Knuckles

Dear Megadroid,

Please can you tell me whether **STC** will be doing a **Sonic & Knuckles Special Q Zone** featuring level cheats and tips?
Frankie Pitts, London. MD owner.
Please send in full address.
Sonic Water Fun Game Winner.



*Fear not Frankie, your queries will be laid to rest in the next issue. In fact you'll also be able to get game guru David Gibbon's opinion on **Sonic & Knuckles** in **STC 42's Review Zone.***

Well 'Ard

Dear **STC**,

What has happened to Sonic's pals, Johnny Lightfoot and Porker Lewis? They used to look so cute and cuddly, but now they both wear biker jackets and look like punks!

Michael Walker, Farnborough. MD owner.
Sonic Water Fun Game Winner.



Micky, are you suggesting that no self-respecting 'Freedom Fighter' should be seen without an (gulp!) anorak?

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



NEXT ISSUE...

BLAST OFF!

STC RETURNS TO 32 ACTION-PACKED PAGES!



**BADNIK'S
BRIDGE!**
EXPLOSIVE NEW
SONIC STORY!

**KNUCKLES
SEES RED!**
IN CARNIVAL NIGHT
CONSPIRACY!

PLUS

STREETS OF RAGE!
FANCY A RUMBLE & TUMBLE?

**MARKO'S MAGIC
FOOTBALL!**
THE MYSTERY DEEPENS...

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DATA STRIP

Fill in & send to:
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London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK.....

.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 42
OF **STC?**

%



KNUCKLES™

THE ECHIDNA

(THAT'S SPINY ANTEATER TO YOU!)



S.T.C.
Star
Pin-Up